

# Georges Brunet

## EDUCATION

**University of Colorado** | Boulder, Colorado  
B.A. in Mathematics - Concentration in Applicability; French Minor

**08.2015 - 08.2019**

## WORK EXPERIENCE

**Data Science Intern** - OctaneX Technologies | Denver, CO

**06.2018 - 06.2019**

- Assisted in the design and development of the OctaneX Optimizer software, a fuel-blend optimization tool based on linear and nonlinear programming, enabling higher-performance and cleaner fuel blending solutions
- Developed automatic analytics reporting, providing customers with new ways to monitor and track custom fuel properties and yielding an increase in monthly active customers on the platform

**Data Analytics Intern** - Aspen Growth Ventures, LLC | Niwot, CO

**08.2017 - 09.2017**

- Designed and implemented a real-time data uptake environment to screen and analyze market data in the energy and specialty chemical sector as part of a due diligence process for a private equity fund

## PROJECTS

**Game Jams** | <https://pootpootpoot.itch.io/>

- Game Off 2020 Game Jam | <https://pootpootpoot.itch.io/mission-13151514>
- Big Brain Game Jam 2.0 | <https://pootpootpoot.itch.io/twisted-loop>
- Great Harvest Game Jam | <https://pootpootpoot.itch.io/oubliettes>
- Extra Credits Game Jam #6 | <https://pootmoop-studio.itch.io/man-down>
- My First Game Jam: Summer 2020 | <https://pootmoop-studio.itch.io/diaperchange>

**GD50** | <https://github.com/GeorgesABrunet/gd-50>

- Completed game projects in Lua on Love2D including: Pong, Flappy Bird, Breakout, Match 3, Super Mario Bros., Legend of Zelda, Angry Birds, and Pokemon
- Completed game projects in C# on Unity including: 3D Helicopter Game, Dreadhalls, and Portal

## CERTIFICATIONS

**RITx Rochester Institute of Technology** - Unreal Engine Foundations Professional Certificate

**12.2020**

- Relevant coursework: Interactive 3D (Blueprints, Animations and Audio) and Environments & Interactive 3D (Sequencer-Cinematography, Interfaces, Visual Effects, Pipelines, and Production)

**HarvardX** - Computer Science for Game Development Certificate

**05.2020 - 11.2020**

- Relevant coursework: Intro to Computer Science, and Intro to Game Development

**IBM** - Data Science Professional Certificate

**02.2020**

## SKILLS

**Programming**

C, C#, C++, Lua, Unity, Unreal Engine, Love2D, GIMP, Blender, Python, SQL, Microsoft Office

**Languages**

English (native proficiency), French (native proficiency), Spanish (conversational proficiency), Portuguese (conversational proficiency)