

GEORGES BRUNET

WORK EXPERIENCE

Data Science Intern

Standard Alcohol Inc.

JUNE 2018 - JUNE 2019

- Assisted in the design, development, and programming of the OctaneX Optimizer software, a fuel-blend optimization tool based on linear and nonlinear programming and maintained software updates after project completion
- Optimized usage experience by creating automatic analytics report options on product generation

French Tutor

University of Colorado, Boulder

SEPTEMBER 2016 - MARCH 2018

- Developed and implemented comprehensive lesson plans for students of higher and lower division levels

Data Analytics Intern

Aspen Growth Ventures, LLC

AUGUST 2017 - SEPTEMBER 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

EDUCATION

Boulder, Colorado

University of Colorado, Boulder

AUGUST 2015 - AUGUST 2019

- Bachelor of Arts in Mathematics, Concentration in Applicability; French Minor

HarvardX

Computer Science for Game Development Certificate

MAY 2020 - PRESENT

- Relevant Coursework: Intro to Computer Science, Intro to Game Development

IBM

Data Science Professional Certificate

FEBRUARY 2020

- Provides job-ready skills and techniques including data visualization, data analysis, machine learning, open source tools and libraries, methodologies, Python, databases and SQL

PROJECTS

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

- **Big Brain Game Jam 2.0** | <https://pootpootpoot.itch.io/twisted-loop>
- **Extra Credits Game Jam #6** | <https://pootmoop-studio.itch.io/man-down>
- **Great Harvest Game Jam** | <https://pootpootpoot.itch.io/oubliettes>
- **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

SKILLS

PROGRAMMING

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

LANGUAGES

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