

GEORGES BRUNET

WORK EXPERIENCE

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| Data Science Intern | OctaneX Technologies | JUNE 2018 - JUNE 2019 |
| <ul style="list-style-type: none">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 completionOptimized usage experience by creating automatic analytics report options on product generation | | |
| French Tutor | University of Colorado, Boulder | SEPTEMBER 2016 - MARCH 2018 |
| <ul style="list-style-type: none">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 |
| <ul style="list-style-type: none">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

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| Boulder, Colorado | University of Colorado, Boulder | AUGUST 2015 - AUGUST 2019 |
| <ul style="list-style-type: none">Bachelor of Arts in Mathematics, Concentration in Applicability; French Minor | | |
| HarvardX | Computer Science for Game Development Certificate | MAY 2020 - PRESENT |
| <ul style="list-style-type: none">Relevant Coursework: Intro to Computer Science, Intro to Game Development | | |
| IBM | Data Science Professional Certificate | FEBRUARY 2020 |
| <ul style="list-style-type: none">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/>
- Game Off 2020 Game Jam** | <https://pootpootpoot.itch.io/mission-13151514>
 - 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://pootmoop-studio.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 C# on Unity including: Portal, 3D Helicopter Game, and DreadHalls
 - Completed game projects in Lua on Love2D including: Pong, Flappy Bird, Breakout, Match 3, Super Mario Bros., Legend of Zelda. Angry Birds, and Pokemon

SKILLS

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| PROGRAMMING | C, C#, C++, Lua, Unity, Unreal Engine, Love2D, GIMP, Blender, Python, SQL, Microsoft Office |
| LANGUAGES | French (native proficiency), English (fluent proficiency), Spanish (conversational proficiency), Portuguese (conversational proficiency) |