GEORGES BRUNET

WORK EXPERIENCE

Data Science Intern   **OctaneX Technologies**   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

RITx   **Unreal Engine Foundations Professional Certificate**   DECEMBER 2020

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

HarvardX   **Computer Science for Game Development Certificate**   MAY 2020 - NOVEMBER 2020

- 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/

- **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://pootmoop-studio.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

SKILLS

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)