



IP PARIS

Guillaume Caucheteux

TÉLÉCOM SUDPARIS
DISTRIBUTED SYSTEMS ARCHITECTURE

Junior engineer, passionate about video game creation, I am looking for a first job in this domain !

Languages

French	Native
English	Fluent (TOEIC : 965)
German	Professional (C1)
Spanish	Notions (A2)

Contact



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Appartement 136
Reims, 51100, France

Experience

END-OF-STUDIES INTERNSHIP, FREMENCORP

- Work as a programmer on the game Mage Noir : Infinity
- Front-end (C#, Unity) and back-end (Python) programming
- Assets integration, gameplay and UI programming, data extraction and data analysis, bug fix

VIDEO-GAME CREATION

- Unity, Godot
- Game jams : Unijam 2020, 2021, Global Game Jam 2022, GMTK 2022, Scientific Game Jam
- Escape game and serious game creation

SOFTWARE DEVELOPEMENT AND MAINTENANCE

- Internship in Télécom SudParis
- Creation of a documentation for the tool of queueing simulation and load analysis of an IoT system
- Java, Maven, Git

ANDROID APPLICATION(PLAYSTORE LINK)

- Creation of an Android application to create ludic tours in the city of Évry
- Unity, C#
- Agile Method

Background

TÉLÉCOM SUDPARIS (2019 - 2022)

Architecture des systèmes répartis

- Cloud infrastructures (Google Cloud)
- High-Performance Computations, High-Performance Systems
- Mobile development (Android)
- Web programming (REST, Symphony, Django)
- Middleware (RabbitMQ, MQTT)
- Software Containers (Docker)
- Game Engine (Unity, Godot)
- Programming (C, C#, C++, Java, Scilab, Caml, Scala)
- Linear algebra, calculus, probabilities, mathematics for 3D

PREPARATORY CLASSES

Mathematics - Physics Preparatory Classes (MP*)

Lycée Clémenceau, Reims (2017 - 2019)

Economics and Commercial, Scientific Cursus Preparatory Classes (ECS)

Lycée Poincaré, Nancy, (2016 - 2017)

Hobbies

- Climbing
- Flute in orchestra
- Vice-President of Télécom SudParis's Games Club, member of the CELL (games creation club)
- In charge of Telecom SudParis's Arts Office's Internal Affairs (mediation, conflict prevention, team building)