Portfolio

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github.com/Gweylorth

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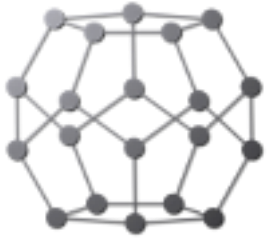
PyCubic – 3rd year main project
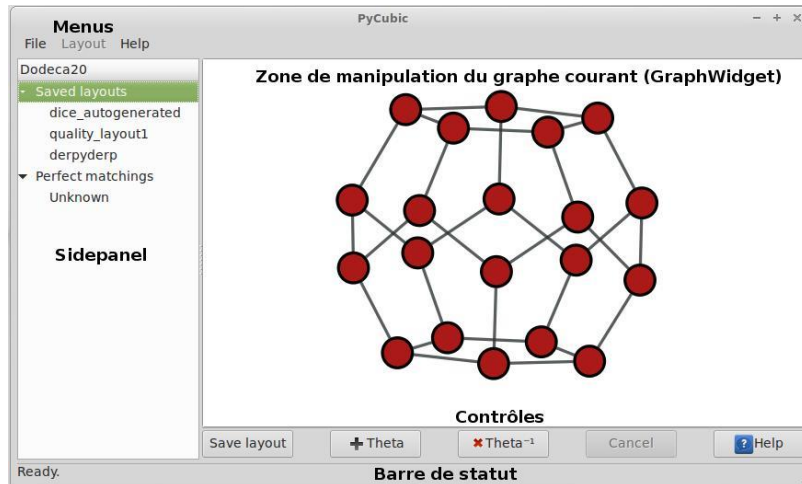
Goal

- GUI for cubic graphs manipulation

Context

- Aimed at 4 students, made by 2
- Main project
  - State of the art
  - Programming
- 9 months

Techs

- Python 2.7
- GTK+ 3 / PyGObject
- Glade 3
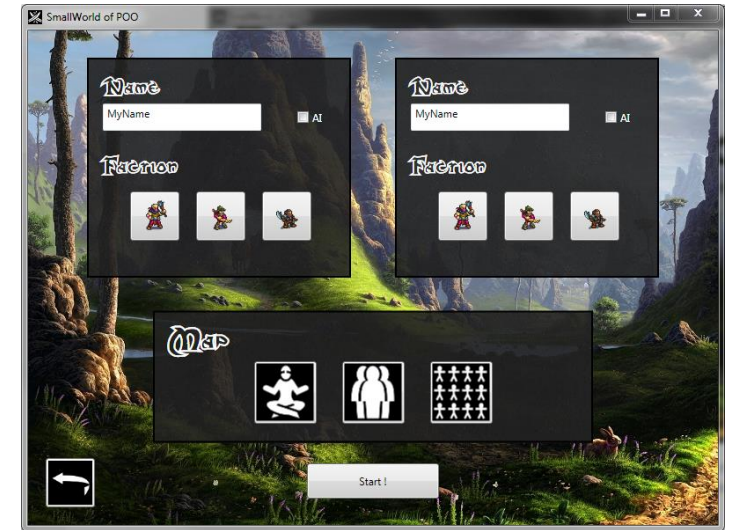- Git

SWOP– 4ᵗʰ year side project

Goal

- Turn-based strategy game based on SmallWorld and Civilization

Context

- Team of 2 students
- Part of OOP course (design and programming)
- 4 months

Techs

- C#
- WPF
- C++ / SWIG
- Visual Studio 2012
- UML 2
- Git

Pop'n Touch 2 – 4th year main project

Goal

- Rythm game for PixelSense touchscreens

Context

- Team of 6, then 4 students (2 went abroad)
- Main project
  - State of the art, specifications
  - Planning
  - Design and programming
- 9 months

Techs

- C#
- WPF / MVVM pattern
- UML 2
- Surface SDK 2
- Visual Studio 2012
- Microsoft Project
- Git

Webmaster FOG – 4 years

Goal

- Maintain, then reboot our Role Playing club's and event's website (http://oeilglauque.fr/)

Context

- 8 students in lead team
- One of INSA Rennes's student club
- 4 years among the team
  - 1 year as helper
  - 3 years as Webmaster

Techs

- Joomla
- PHP
- MySQL
- HTML5
- CSS 3

InsaLan 9 Sysadmin Team Leader

Goal

- InsaLan 9's sysadmin team management (http://www.insalan.fr/)
  - Create and maintain game servers
  - Handle the event's computer resources
  - Monitoring, Timelapses generation w/ Raspberry Pi, LDAP secured access

Context

- 60 students team
  - 5 Sysadmins
- One of INSA Rennes's student club
- 450 players

Techs

- GNU/Linux Debian Wheezy
- Bash / Python 2.7
- SteamCMD
- Munin
- CloneZilla