Rémi Ovazza
Graduate Engineer from ENSEA
Looking for permanent contract as Videogame Software Dev
or Embedded software engineer

Birth date : 01/01/2000
15 Rue Pierre Brossolette, 91430 Igny, France
+33 6 52 69 30 63
remi.ovazza@ensea.fr
https://github.com/Gzethicus

Updated version on GitHub

Education

2020-2023	Engineed curriculum at ENSEA, specializing in computer science and systems Majors in electronics & signal processing, option image processing and virtual reality
2018-2020	CPGE Maths/Physics – Lycée J.-B. Corot, Savigny-sur-Orge, France
2018	Bac S spé SI, mention Bien

Career

1st semester 2023	Software development internship at Qualcomm Update CAD software, developped a Python API for a C++ library, conceived a platform-agnostic CAD GUI
Summer 2022	Medical Devices Venture -C# development of the Poladerme's image acquisition software ; -Study of acquisition time and optimisation of the capture sequence ; -Development and dockerisation of the online database and its API.

Academic projects

Development of a turn-based dueling game in C++	(Team of 4)
Offline natural-language translator app in Python	(Team of 4)
Development of a multiplayer FPS game with Unity	(Duo)
Creating 3D models for aforementioned game with Blender	(Solo)
Development of a physics-based 2D game engine in Java	(Solo)

Skills

Programming :	C/C++, C#, Java, JavaScript, Python, ASM, VHDL
Software :	Git, Godot, Unity, Docker, Blender, Inkscape
Scientific :	Signal (and image) processing, Statistics, Electronics, Machine learning
Office software :	Excel, Word, PowerPoint
Language :	English (TOEIC 975), Notions of Italian (A2-B1)
Assets :	Critical, Rigorous, Organised, Autonomous

Interests

Computer science, Role-play games, Meme culture