Rémi Ovazza
3rd year of study at ENSEA
Looking for software engineer end-of-study internship
5+ months – starting Feb 2023

Birth date : 01/01/2000
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https://github.com/Gzethicus

Updated version on GitHub

Education

2022-2023	Final year at ENSEA, specializing in computer science and systems
2021-2022	Second year at ENSEA, majors in electronics & signal processing, option image processing & virtual reality
2020-2021	first year in ENSEA
2018-2020	CPGE Maths/Physics – Lycée J.-B. Corot, Savigny-sur-Orge, France
2018	Bac S spé SI, mention Bien

Career

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#, Java, JavaScript, C/C++, Python, ASM, VHDL
Software :	Git, 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