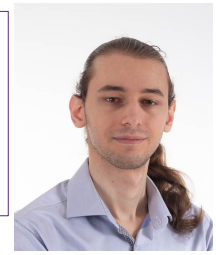


Rémi Ovazza
Graduate Engineer from ENSEA
Looking for permanent contract as Videogame Software Dev
or Embedded software engineer



Birth date : 01/01/2000

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<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

| | |
|-------------------------------|---|
| July 2023 - May 2024 | Video game studio founding project Developping a Vampire Survivor-inspired game on Godot : Frequent deployment as APK and distribution to testers |
| February 2023 - July 2023 | Software development internship at Qualcomm Update CAD software, developped a Python API for a C++ library, conceived a platform-agnostic CAD GUI |
| June 2022 - September 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 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