



./Antoine Lhote | grep CV

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Website / Portfolio: hantlowt.github.io

Civil Status

Nationality: French
Born on 01/22/1996 in Cognac
Home: 17 rue de Domremy
75013 PARIS

Level of Studies

2015 - 2017
42 School (Paris)
2011 - 2015
High school Jean Monnet in
Cognac
2007 - 2011
Middle school F. Gaillard in Cognac

Diplomas

2015: Economic and Social
Baccalaureate, specialty
Math
2011: Equivalent to GCSE

Experiences

2017

- 6 months internship at Société Générale, projects development for Hololens mixed reality technology for the trading room. Introduction to project development management by working hand in hand with the "SAFE" team on a Hololens demonstration of "the security analyst of 2025" for the annual security seminar company. (C#, Unity)
- Development of a Hololens application in 48 hours to sensitize the public to shingles, during a health hackathon organized by GSK (GlaxoSmithKline) (C#, Unity 3D)

2016

- As part of my school, development of multiple 3D engine (wireframe, ray casting, ray tracing ..). Understanding many mathematical and physical concepts. (C language)
- Global Game Jam, development of a video game in 48 hours with a team on the theme : The Ritual. (C++)
- Algorithm workshop for children as teacher in the MagicMakers startup. Training of teachers from National Education to introduce them to classroom programming.

2015

- Successful pass the 42 school's "piscine", an entrance test during a month in which we must solve exercises in C language while proving our ability to work all together.
- Working in a summer camp on the theme of computer and video games.

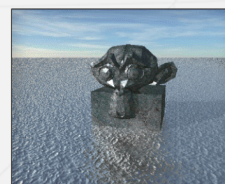
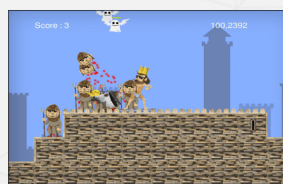
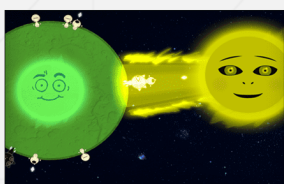
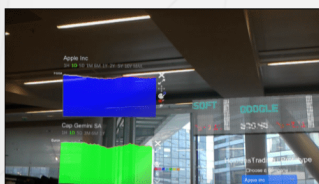
2014

- Epic Random Jam, development of a video game in 48 hours, on a random theme: (<http://videogamena.me/>) (C#, Unity 3D)

2011 - 2013

- Freelance writer for XboxGen.fr/GamerGen.com, a popular French website of gaming news.

See my projects on <http://hantlowt.github.io>



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