Jules MINGUET

Fifth year student of EPITECH Montpellier

Looking for end of study internship

CONTACT

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GitHub

Hrothgor

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Hrothgor.github.io

ABOUT ME

23 years.

Driving license B

Sports practiced
Hand-Ball (Championnat
départemental Sénior)
Snowboard

Hobbies
Video games

Training

2022 - 2023
1 year at Monash University in Australia. I went to this school as an exchange to improve multiple skills (English, Algorithm and Math, Multithreading, Game Programming …)

2019 - 2022
3 years at EPITECH Montpellier (Learning and deepening the language C, C++,Unity)

2018 - 2019
Preparatory class for the Grandes Ecoles, PC series at the Joffre high school in Montpellier

Experiences

2022 - 2023 – *Monash, Clayton Australia*
- '*Game Design'* and *'Game Programming'* units, working 2 different games on Unreal.
- 'Parallel Computing' improving my multi-threading knowledge in C/C++ using MPI.
- '*Algorithm and Data Structure'* unit, learning how to optimize algorithm and working behind a certain Big O notation (for sort or pathfinding for example)

2019 - 2022 - EPITECH Montpellier (private computer school)
- Multiple development projects in C, C++, Haskell as part of my training (linux, mathematics, graphics, etc.). See Github account.
- Multiple Graphic-oriented personal project. See portfolio (https://hrothgor.github.io/).
- Realization of my own graphic engine in OpenGL that I reuse in my graphic projects.

2023 – Midgar Studio Full time (Actual Job since Septembre)
- Gameplay programmer in a studio of 30 people.
- Significant contribution in the development of a game.
- Working professionally on Unreal using C++, and git for version control.

Skills

Professional

Relational	Communication
Team spirit	Rigorous

Technological

C	C++	Unreal	Unity	C#	OpenGL
Haskell	GLSL	Python	QT	Linux	Assembly

Languages

- English — Fluent, lived 1 year in Melbourne (850 equivalent TOIC)
- Spanish — Read and Understood
- French — Native language