

STUDENT IN ENGINEERING SCHOOL SPECIALIZED IN GAME DEVELOPMENT AND DIGITAL IMAGING

LOOKING FOR A SIX MONTHS INTERNSHIP IN GAME DEVELOPMENT STARTING IN JULY 2021

EDUCATION

- 2020 – 2021 M. Sc. in Computer Science (oriented towards video games)
- 2018 – 2021 Computer Science engineering diploma at ESIR, In progress
Specialized in Digital Imaging
- 2016 – 2018 Two-year university course in mathematics, computer science and electronics
- 2013 – 2016 High School Diploma in Sciences
- 2013 Certificate of Training in First Aid

WORK EXPERIENCE

- 06/2020 – 08/2020 Internship at GEVES, Multispectral and hyperspectral images processing in order to study a wheat disease. Segmentation and classification of these images through artificial intelligence to facilitate presence detection of two different mushrooms on the ears
- 06/2019 Internship at ESIR « Video realization for the graduation ceremony »
- 02/2018 – 04/2018 Supervised personal initiative work
« Cryptography applied to a non-standard format »
- 07/2017 – 08/2017 Summer Jobs, Maintenance 05/2017 – 06/2017 Internship at a bakery

PRACTICED PROGRAMMING LANGUAGES AND TOOLS

C#, Unity3D
C++, Notions d'OpenGL & GLSL
Java
Lua
Python

LANGUAGES

French (native)
English (B2 – TOEIC 870)

SKILLS

- ✓ Rigorous work
- ✓ Invested in projects
- ✓ Team Spirit
- ✓ Information synthesis
- ✓ Taking initiative
- ✓ Enjoy discovering new environments and technologies
- ✓ Gameplay and interfaces development for video games
- ✓ CI/CD
- ✓ Image Processing
- ✓ Images classification using artificial intelligence

PERSONAL PROJECTS (more on website)

Numerous participations to GameJams
Late 2020 Color Race, arcade mobile game made with Unity available on Google Play Store
05/2020 Add-On « Currency Tracker » creation for The Elder Scrolls Online
02/2020 – 04/2020 Tower Forge, tower defense made with Unity available on itch.io

HOBBIES

Role-playing games and video games
Music, piano practice
Swimming, Apnea, Diving
Mountain hiking