Yann **GALAN**

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22950 Trégueux, France
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07 82 13 33 80
22 years, French
Driving Licence

« *In order to acquire new skills and perfect my knowledge as a future Computer Engineer, I am looking for an end of study internship of at least 20 weeks as an Assistant Engineer.*

Serious, motivated, curious, open-minded and keen to learn, I can adapt to all situations and put my skills at your service. »

EDUCATION

- ❖ **2019 – 2020**
  Currently a Master Degree student in Computer Science (Video games), UQAC

- ❖ **2015 – 2020**
  Currently a 5th-year student studying for an Engineer's Degree in Computer Science
  Ecole d'Ingénieurs Polytechnique de l'Université de Tours (School of Engineering)
  Expected Date of Completion: 2020

- ❖ **2014 – 2015**
  Baccalauréat "Science" Option Engineering Science (High School Diploma with merit in math and physics)

PROFESSIONAL EXPERIENCE

- ❖ **September 2019 – March 2020** • *Student Job*
  Call Center Agent, Université du Québec à Chicoutimi, Canada

- ❖ **11 June – 14 August 2019** • *Internship*
  Computer Science Internship R&D, LIFAT, Tours

- ❖ **2013 – 2015** • *Volunteer Work*
  Welcoming, helping and guiding public in a theater, Bleu Pluriel, Trégueux

SKILLS

- ❖ **Computer skills**
  Operating Systems – GNU/Linux, MacOS, Windows
  Programming languages – Java, Python, C, C++, C#, SQL, PHP, UML, HTML, CSS, JS
  Software – Version-control (Git, SVN), Maven, Adobe Creative Suite

- ❖ **Languages**
  French – Native language
  English – Very good working knowledge, TOEIC 885

SCHOOL PROJECTS

- ❖ **For The Berry** – *C#, Unity*
  Prototype of beat'em all « couch » game with local multi-player cooperation
  Team Project, Agile project management, Level Design, User Interface, logo design

- ❖ **Willo's Tale** – *C#, Unity*
  Prototype of a puzzle and platforms game in 3D
  Team Project, Agile project management, SOLID Principles, Raycasting, Level Design

- ❖ **Tobii Game Box** – *C++*
  Game box for the eye tracking device Tobii Eye Tracker 4C
  Team Project, Specifications, Stream Engine SDK, User Interface (SDL2)

- ❖ **Artificial Intelligence in the Battleship game** – Python
  Fully playable game with 7 different AI to face, and Player vs Player game mode
  Teamwork Project, Operational Research, User Interface (Kivy)

ACTIVITIES

- ❖ **Computer Science – New technologies**
  Configuring & Monitoring electronic devices, Interest in international & technological news

- ❖ **Others**
  Listening to & playing music, Travelling, Cooking, Art, Theater, Video Games, Sports