# Jérémie Taboada

*French developer from Paris*

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# Work Experience

### Teacher @ Ada Tech School

2022 »

Teaching web development, team work and good practices.

### UX/UI/DEV @ Celestory

2019 »

Currently making **Voltapp**, previously worked on **Celestory Creator**

### CTO @ Parallel Studio

2018 > 2019

Developed mobile apps and games (AI filters app, AR/VR Games, Interactif social map, etc.)

### Teacher @ SupDeWeb

2019 > 2021

Taught Swift for iOS, React & React Native.

### Teacher @ Creatix

2019

Taught game development using Unity to kids.

### R&D @ GoPro

2016 > 2018

Worked on **Quik app** (iOS/Android). Worked on C++ Engine (3D, shaders, Machine learning).

### Developer @ Stupeflix

2015 > 2016

C++, Python, OpenGL, Computer vision, multi-threading, Engine development

### Teacher @ Epitech

2015 > 2016

Taught C/C++, evaluated students, created projects/exercises.

### Teacher @ Etna School

2013

Taught C & PHP basics.

# Education

### AI Master @ Kent University

2015 > 2016

Learned about genetic algorithms, Machine learning, Parallel computing, 3d modeling and other stuffs

### CS Master @ Epitech

2011 > 2016

C, C++, project management, algorithm, game development, app/web development

# Skills

| Skill | | Skill | |
|---|---|---|---|
| Javascript | ███████ | Python | ██████ |
| React | ███████ | Blender | ███ |
| OpenGL | █████ | Photoshop | █████ |
| Unity | █████ | Godot | ███████ |
| C/C++ | ██████ | Photography | ██████ |
| Figma | ███████ | | |
| Typescript | ███████ | | |