Julien Bertozzi



DEVELOPER

profile

LOCATION Lustin, NAMUR (BELGIUM)

At the beginning of my career I worked as a technician. I have quickly chosen

to take evening classes because I wanted to work as a developer.

website play.google.com/store/apps/developer?id=Julien+Bertozzi

OR HERE Twitter Facebook Mail Call +32 (0)485 63 24 35



FEBR. 2015 Egghead Games Developer - Part time

agheadgames.com

I work as a freelance developer and I'm tasked to help Egghead Games to improve their games or update some of their old games to newer technologies.

SEPT. 2014 ERA Consulting Developer

My task was to participate in the development of learning support software. I developed a prototype

using Java8, JavaFX8, Hibernate and PostgreSQL

SEPT. 2013 Sonuma Développeur - CDD

SEPT. 2014 sonuma.be

I used Java 6 with Struts 1.3 to develop web applications or Java 8 for server side applications. They

generally used an Oracle SQL server.

AVR. 2008 Corilus Technical support

SEPT. 2013 corilus.be

I was task with both on-site and off-site support and hardware maintenance for a wide variety of clients.

MEHS

Bachelor: business data processing IEPSCF, 4 years and evening courses.

JUNE 2014

High honors.Award of excellence.

LOCATION - ALABILITY



During my free time, I discover new languages, frameworks or techniques.

Examples:

- With libGDX, I developed some games with a modular architecture which allows me to rapidly expand those applications or to reuse the majority of the code. I have also focused on performances to be able to use a large number of particles. These games are available on Android
- I have developed pet health record using Groovy and Grails. Still in development, the goal of this application is to keep track of a pet vet records, predict future needs and send reminders via emails. Available on Heroku (Login: Bertozzi Pass: LAN)
- I've recently entered an AI contest and was ranked 22/1080. The code is available on GitHub

Generally speaking, I have a keen interest for new technologies.

INSPIRED PAR REMIXCV