

Théo KOKE

Engineering Student in Computer Science

Looking for a 6-month internship in game development

From september 2022 to february 2023

+33 6 99 21 35 97
theokokel@gmail.com
linkedin.com/in/theo-kokel
github.com/KokelSan

PRESENTATION

I have always been passionate about video games. For the last two years, I have been organizing my career path in order to reach my goal: to become a video game programmer and to actively participate in this industry that I love so much. I am especially interested in gameplay programming and artificial intelligence. My first internship and my personal projects allowed me to acquire a good command of Unity and I now wish to learn and improve my skills with the best in the industry.

EDUCATION

Université de Technologie de Compiègne  Compiègne, France

Master of Engineering in Computer Science Since sept. 2019, expected feb. 2023.

Lycée Franklin Roosevelt | Reims, France | Sept. 2017 – june 2019

Preparatory school (mathematics and physics). Passed with honors.

Lycée Thomas Masaryk | Vouziers, France | Sept. 2014 – june 2017

Science Baccalauréat, mathematics speciality | Obtained with distinctions.
Equivalent to a pre-university DCS (Canada), High School Diploma (US), A-levels (UK).

PROFESSIONAL EXPERIENCES

Assistant engineer in HoloLens 2 development

UTC – CNRS BMBI laboratory (biomechanics and bioengineering)

Compiègne, France | From september 2020 to february 2021

- Prototyped a mixed reality application to help diagnose functional sequelae for patients cured of Covid-19 (long covid).
- Developed on Unity with Mixed Reality Toolkit (MRTK) and Kinect v2 (Kinect SDK 2.0) development kits from Microsoft.
- Coupled a HoloLens 2 headset and a Kinect v2 sensor by local network in order to animate a 3D skeleton.
- Worked in total autonomy with regular meetings.

ASSOCIATIVE EXPERIENCES

Organizer of the **IMAGINARIUM** FESTIVAL

Student association. Music festival welcoming 13k people during a weekend

Compiègne, France | Since september 2019

Technical Director IF22:

- Managing and coordinating 4 teams for a total of 25 people.
- Managing a budget of 400k€ (60% of the total budget).
- Acquisition of strong skills in project management and teamwork.

Head of Security IF21:

- Designed and wrote the security file, document on which the authorities base their final decision to approve the festival or not.
- Sized the safety, emergency and order resources.
- Managed a team of 5 people.

Head of Transports IF20:

- Sized, planned and coordinated the shuttle system offered to the local public.
- Organised trips for our partner schools.

SKILLS

Programming

- Experience in C#.
- Knowledge in Python and C++.
- Basics in C and R.

Unity Engine

- Experience with Mirror and SteamVR
- 4 projects realised. A fifth in development.

Artificial intelligence

- Knowledge representation: rules and facts bases.
- Basics in statistical studies and machine learning in R and Python.

Databases

- Design and UML diagrams
- Relational DB: SQL, PostgreSQL
- Non-relational DB : Json, MongoDB.

Operational research

- Basics in combinatory, linear and non-linear optimisation, graph theory, polynomials problems.

Project management

- Knowledge of the different production cycles (Agile, V, W, iterative, waterfall...)
- Participated in numerous team projects
- Tool mastering: Slack, Trello, Git
- Experience in leader positions and responsibility positions.

LANGUAGE SKILLS

French Native proficiency

English Intermediate proficiency

German Basics

INTERESTS

Sports

- Soccer, Badminton, Fitness.
- Autonomous skydiving (certificate obtained at 16, currently 25 jumps)

Cultural Activities

Video-games, Cinema, Series