LOUIS DECAUDAVEINE

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EDUCATION

2020 - 2023   **University of Bristol Department of Computer Science,**   **United Kingdom**
Graduated the Computer Science Bsc program with a Upper Second-Class Honours
Core modules: Software Engineering Project, Computer Systems, Algorithms, Computer Graphics

2017 - 2020   **Lycée International de Londres Winston Churchill,**   **United Kingdom**
French Baccalaureat, Scientific Stream, achieved "Mention Très Bien"(17.2/20) across 10 subjects
Focussing on Maths(18/20), Further Maths(18/20) and Physics(17/20)
Completed a research based report EPQ(A) and English Language IGCSE(8/9)*

TECHNICAL SKILLS

Git, Java, C#, HTML, CSS, JavaScript, React.js, C++, Python, Autodesk Maya, French (native), English (native)

WORK EXPERIENCE

2023 - Current   **Corsica Studios**   **United Kingdom**
Venue Staff
- Serve beverages to up to 500 customers nightly in a fast-paced bar environment.
- Participate in the set up, pack down and maintenance of the venue

2024   **Freelance Web-Development**   **United Kingdom**
- Programmed a dynamic React.js website with Firebase as a serverless backend for the music band Tanhai Collective

2022   **TradingHub**   **United Kingdom**
Intern
- Programmed internal front-end library components using the .Net Razor framework in C#
- Integrated my code, using Git, into a large scale code-base that was served to clients
- Participated in standup meetings and code reviews within the team I worked for

2016 - 2017   **Cancer Research UK**   **United Kingdom**
Shop Assistant
- Worked as a volunteer in charge of handling daily shop donations, cataloguing and carrying out stock rotation

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RELEVANT EXPERIENCE

3D Graphics Engine
- Using C++ and SDL2 I built a 3D Graphics engine from scratch capable of reading object files and displaying them in an photorealistic environment equipped with raster graphics, using recursive ray-tracing to produce different lighting effects, bump mapping, Phong shading and many more rendering techniques.

Visual Programming Language
- Designed and built a node based programming language tailored for Graphic Design. The language is transpiled into JavaScript supported by p5.js, a graphics library.
- The program was developed as a web-application, using HTML, CSS, JavaScript and the React.js library.

Laser Cutter Recycling
- Collaborated with a team of four to develop a system for recycling used laser cutter material sheets.
- Designed a system that captures images of material sheets using a camera, processes the images, and generates instruction files for the laser cutter to produce smaller, reusable sheets.
- Programmed in Java, focusing on UI development, integrating and refactoring code from all team members to ensure a cohesive and functional program.

Visuals for Live Music Events
- Programmed audio responsive visuals using Java for local radio and live music events.

HOBBIES AND INTERESTS

In my free time I enjoy going on surf trips and skating in the UK and wherever abroad I can find waves. I also have a passionate interest in dance music in which I catalogue, DJ and produce for fun. Finally I enjoy creative coding, making audio reactive visuals using a variety of graphic libraries and languages.