

# Matthias Riffard

## ENGINEERING STUDENT - COMPUTER SCIENCE

I am looking for a 6-month end-of-studies internship in a video game development studio from March 2023.

I have a strong adaptability thanks to my educational background, my various professional experiences, and my curious and rigorous personality.

# **Telephone:** +33 7 82 18 14 30 **E-mail:** matthias.riffard@gmail.com

**LinkedIn:** @matthias-riffard **Vehicle:** driving license

# **SKILLS**

# **Programming languages**

- Object-oriented
- -> C++, Java, UML
- Imperative
- -> C, Assembler, Ada
- Web
- -> HTML, CSS, JS
- Functional programming
- -> OCaml

#### **Softwares**

- Git, Svn
- Visual Studio, VSC
- Unity

#### **Environments**

- Windows
- Linux (Bash)

#### **LANGUAGES**

French: native language

English: C1 (980 TOEIC)

-> Fluent and professional English

**German:** B1 -> Autonomy

Spanish: B1

--> General understanding

#### EDUCATION

INSA Toulouse: 2018-2023 Computer Engineer - 5th year

- Erasmus semester in Freiburg, Germany
- Computer Systems specialization
- Integrated preparatory cycle, pre-orientation *Mathematics IT and Communication*
- -> Development of a healthcare application in JS, IA in Python
- -> Creation of an online chat software in Java
- -> Development of a compiler in C and assembler
- -> Implementation of a blank remote control car in C++

#### PROFESSIONAL EXPERIENCES

# **Software Development**

- OwnTech LAAS-CNRS (summer 2022)
- -> Development of a cross-platform data monitoring application for electronic dev boards in JS, HTML, CSS.

#### Seasonal jobs

#### Handling and logistics

- Ojetable (7/2021), Darty (8/2021)
- -> Stock organization and optimization
- Colissimo (8/2020)
- -> Optimized loading of delivery trucks in the night shift

#### Telephone platform

- GFF Général Frigorifique France (8/2019)
- -> Agency and supplier information, deadline management

#### **Technical jobs**

- ERIKS France (7/2019, internship)
- -> Machinist, machine manager
- Municipal technical department (summer 2018)
- -> Teamwork in construction: walls, floors, electricity

#### **HOBBIES & INTERESTS**

## Videogames

- Creation of amateur video games on Unity
- -> Self-training, use of the Unity Learn platform
- Organizer of video game tournaments and game jams within the INSA computer club

#### Music

- Writer for the musical webzine Pozzo Live
- -> Interviews and chronicles coordinator
- Guitarist in a band
- -> Concert organization