

INFORMATIONS (1)

22 years old 07 81 56 22 90 gianni.jouve@edu.esiee.fr Linkedin: /giannijouve 102, Grande Rue Charles de Gaulle -Nogent-Sur-Marne - 94130

SKILLS

Dev Abilities : Python, Django, mobil dev, Java, C#, HTML/CSS

Agility: SCRUM, Kanban

OS: Linux, Windows

LANGUAGES

English - Professional Spanish Japonese

HOBBIES

Esport and video Games
Sports - Basket-ball (3 years in competition)
Music and Cinema

Gianni JOUVE

ENGINEER ESIEE PARIS
IN COMPUTER SCIENCES AND
3D GAMES



PROFESSIONAL EXPERIENCE

FULLSTACK DEVELOPER AT LA SOCIETE GENERALE

Since January 2021

- Maintained a web application up to date in Python with the framework Django
- Added new pages and monitoring graphs...
- Wrote scripts to calculate capacity for future offers

DEVELOPER JUNIOR AT THALES ALENIA SPACE

September 2019 - December 2020

- Wrote scripts used to decode messages received from satellites
- Automated done with Java and the Selenium framework

PROJECTS

IN PROGRESS

Since january 2022

- Coding my personal portfolio website at : giannijouve.com
- Building web applications and little games to feed my portfolio

BUILT AN AI FOR THE GAME PACMAN

December 2019

- IA for Pac-man
- Everything coded in Python
- Done with optimised grid of movement to beat de game

BUILT A 3D VIDEO GAME

March 2020 - May 2020

- Game type : Shoot 'em up. done with Unity in C#
- Sound FX (integrated sound of player's and ennemies' actions)
- GFX (built the HUD, took care of hitboxs)



FORMATION

NEW YORK BUSINESS, FINANCE AND MANAGEMENT SCHOOL

January 2022 - March 2022 : Business School in Manhattan

ESIEE PARIS, ECOLE DE L'INNOVATION TECHNOLOGIQUE

- 2019-2022 : Apprentice in computer sciences
- 2017-2019 : Maths / Computer Sciences / Physics