



Gianni JOUVE

ENGINEER ESIEE PARIS
IN COMPUTER SCIENCES AND
3D GAMES



INFORMATIONS



22 years old
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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
Japanese

HOBBIES

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

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 IA FOR THE GAME PACMAN

December 2019

- IA for Pac-man
- Everything coded in Python
- Done with optimised grid of movement to beat the 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 enemies' actions)
- GFX (built the HUD, took care of hitboxes)



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