

Olivier Cochard

23 ANS
COMPUTER
SCIENCE STUDENT



CONTACTS



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PROJECTS



[Portfolio web](#)



[Github](#)



[Itch.io](#)

SOFT SKILLS

- Autonomous
- Creative
- Logical mindset
- Organized
- Adaptability

SELF-INTEREST

- Video game development
- Artistic creation – 2D and 3D
- Weight training (3 years)
- Music (hip-hop)

EDUCATION

- 2025-2027** Master's Degree in Computer Science
- *Elective track: Algorithms and Intelligent Systems*
- *University of Caen Normandy*
- 2022 - 2025** Bachelor's degree in Computer Science
- *University of Caen Normandy*
- 2017-2020** Scientific Baccalaureate (major in Computer Science and Digital Sciences)
- *Lycée Alain Chartier, Bayeux*

PROFESSIONAL EXPERIENCE

- August 2024** Packaging Operator
(1 mois)
+ *Cap Océan, Flèche Interim Odon*
Food processing factory – 200 employees
- Summer 2023** (2 mois)
- *Placing products on the production line*
- *Packaging products in trays*
- *Boxing products*
- 2021-2022** Freelance
- *Sales and creation of video games*

SKILLS

Frontend Development

HTML5, CSS, JavaScript, React

Backend Development

PHP, Java, Python

Databases

MySQL, PostgreSQL, MongoDB, GraphQL

Tools & DevOps

Git/Github, IDE, Linux

Game Development

Unity, C#, PixelArt

Other Skills

LaTeX, Calc, 3D Modeling, Video Editing