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Damien BRY
Engineering student in Computer Science

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OBJECTIVE

To obtain an internship, use and improve both my technical and communication skills.

EDUCATION

Université de Technologie de Compiègne   Expected graduation on September 2016
M.S. in Computer Science with emphasis on web and software development

Linköping University   September 2015 – January 2016
Exchange student in Computer Science

EXPERIENCE

Thales   September 2014 – February 2015
Intern – Tactical Data Link unit
- Delivered C++/Java components and integrated them within other modules used now by the company.
- Improved a Java software generating automated tests of other modules.

USEC – Junior Enterprise   November 2013 – March 2014
Freelance developer for www.effi-synchrone.com
- Built a PHP module rendering PDF documents from a composition of user information (techs: mySQL, ZendF).

AWARDS

Bloomberg Code Competition – 2nd out of 40 students   March 2015
- Logic problem-solving using the language of our choice (Java in my case for its fast workflow).

PROJECTS

Arckaan   2011-now
- Co-founder and developer of a strategy webgame, prototype released in May 2015, the team is expanding.
- Built originally with PHP/mySQL, now with a full JS stack: Node.js/MongoDB/AngularJS.

Ferarock   March 2015 – June 2015
- Designed a Node.js server and a REST protocol, coded the AngularJS frontend side.
- Delivered the mobile app to a local radio using Cordova/Ionic to compile it in native software.

Trendy Jobs   March 2015 – June 2015
- Implemented a PHP crawler of job ads in order to map them. Analyzed the ads relations using graphs (d3.js).

Startup Weekend Compiègne   May 2015
- Constructed a business plan and an AngularJS prototype around an innovative idea in a team of 6 entrepreneurs.

Virtual Reality Application   March 2015
- Conducted a Unity3D integration and optimization of models for a Virtual Reality experience (Oculus rift).

Map Editor   2008-2010
- Realized a C++ software to handle 3D maps shaping, texturing and object positioning for a small game in Ogre3D.

SKILLS

Technical:

•	Web	HTML5, CSS3, Sass, Bootstrap
•	Web-PHP	PHP5, mySQL, Symfony2, Zend
•	Web-JS	Node.js, MongoDB, AngularJS, jQuery
•	Software	C, C++, C#, Java, Perl, Python
•	Game-dev	Unity3D, Ogre3D
•	Project	Git, SVN, Gulp, VirtualBox, Docker, UML

Languages:

•	French	Native
•	English	Full professional proficiency *(TOEIC : 930/990)*
•	German, Italian, Swedish	Elementary proficiency