



Second-year Bachelor's student in computer science, specialising in **software development** with a strong interest in **low-level programming, systems and performance**. Regular practice in **C**, and in-depth exploration of how execution environments work (memory, OS, real-time constraints). Additional experience in **applied artificial intelligence**, particularly through the development of autonomous agents for video games. Seeking a **minimum 2-month internship (May–June 2026)** and a **one-year work-study program starting in September 2026**.

Links:

<https://oxoghost.dev>

<https://github.com/OxoGhost01>

<https://www.linkedin.com/in/timoth%C3%A9-gauchez-ba6990335/>

PROFESSIONAL EXPERIENCE

Creating a basic 3D game on Unity

Project for the C# course - 2025

Responsibilities

- Game utilising Unity's basic features with the ability to move around in a 3D environment
- Made using C# language

Production of several chess games

Projects for C# and Python courses - 2025

Responsibilities

- Development of chess games in C# and in Python
- Graphical interface in Python with PyGame
- Chess rules implemented

Creation of a 'Netflix clone'

Project the Framework JS course - 2025

Responsibilities

- Layout of a website for viewing series/films
- Use of a back-end, which stores films/series, with an administrator page that allows this database to be modified.

Student employee

Super U - June 2025 to August 2025 - Herblay



Responsibilities

- Restocking shelves
- Facing
- Inventory

Optional internship in end of first year of high school

Anyware Informatique - June 2021



Responsibilities

- Customer reception
- Repairing simple computer faults
- Assembling a computer and installing the OS
- Software troubleshooting

SKILLS

Programming languages

- Python
- AngelScript
- C#
- Kotlin
- GDScript
- ASM
- JavaScript
- HTML/CSS
- VBA
- C (*bases*)
- C++ (*bases*)
- PHP

OS

- Linux (Debian)
- iOS
- Android
- Windows
- MacOS

Tools

- VMware
- Git
- Pack MS Office
- Notion

Certifications

- Deep Reinforcement Learning (Free online training on Deep Reinforcement Learning on HuggingFace)
- Cisco CCNA (ongoing)
- Pix (506 certified Pix points : P-M2KPC4PT)

Languages

- French
- English (B2 level from CECRL)
- Spanish (A2 level from CECRL)

EDUCATION

2027

(Coming soon) Bachelor's Degree in Development • Sup de Vinci Paris

Work-study programme (two weeks at school/two weeks at a company) that prepares students for careers in web and mobile development. Highly practical programme: full-stack (front/back), databases, APIs, versioning, frameworks (React, Angular, Node.js, Symfony, Laravel, etc.), mobile development (Kotlin, Swift), project management (Scrum), team collaboration. Diploma focused on operational skills, to become a developer, integrator or tester, or to continue on to a master's degree.

2026

Preparatory cycle • Sup de Vinci Paris

Learning the basics in the following areas: Hardware, Algorithms, Virtualisation, Website creation, Databases/Big Data, No code/Low code, OS, Development

2024

General baccalaureate • Lycée Jules Ferry - Conflans-Ste-Honorine

Specialisations in Mathematics & Digital Technology and Computer Science + Advanced Mathematics option

Soft Skills

- Active participation in promoting the school
- Autonomy
- Curiosité intellectuelleIntellectual curiosity
- Team spirit

INTERESTS

Loisirs

- Video games
- Simracing
- Biking
- 3rd cycle of percussion
- Rubik's cubes
- Badminton
- Chess
- Crossfit

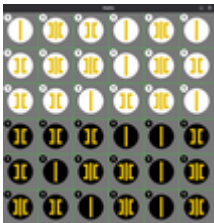
PORTFOLIOS

Python checkers game



Development of a checkers game in Python, with a graphical interface via PyGame

Hokito game



Development of the Hokito game in Python, with the option to play with a bot and a graphical interface using PyGame.

TrackmanAI

Development of an AI that learns to play Trackmania using DRL

Automated dry pet food dispenser



3D printing of parts, soldering of electronic components and programming of an automatic kibble dispenser: weight, time, frequency, etc.