# Jérémy AUCLAIR

## JOB OBJECTIVE

I am a young developer eager to contribute to computer science and video game development during an internship. I am a passionate worker and will be able to work quickly and efficiently. I can quickly train to new libraries, frameworks, languages and so on. So I will be able to adapt to a high workflow within a few days. I know how to take initiatives, and can work with or without a leader or a team. I will bring my energy to a company.

### PERSONAL DATA

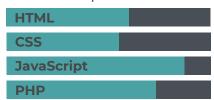
- **Jul. 4, 2002**
- ieremy.auclair@etu.univ-smb.fr

## TECHNICAL SKILLS

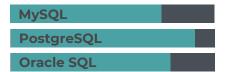
Application development



• Web development



Database management



Languages



#### REFERENCES

Stephanie Bouchon

English Teacher

IUT - Annecy

stephanie.bouchon@univ-smb.fr

Nathalie Gruson

Programming Teacher IUT - Annecy nathalie.gruson@univ-smb.fr

#### EXPERIENCES

## May 2021 - June 2022

- Building a video game for Mr. Paul Lhamy, using Unity.
  - Coding movements algorithms, building the network structure of the multiplayer mode, building scenes using Unity Editor, integrating Steam features.

## Since May 2021

- Odin (the Students Union Office of the informatic section of the IUT Annecy), Treasurer
  - Accounting, managing supplies, organizing events, communicating with commercial partners, taking clients orders, guiding younger sudents.

## EDUCATION

- 2022 DUT informatique (2-year university diploma in computer science)
   IUT Annecy - Annecy-le-Vieux, France
- 2020 French Baccalaureate S-SI (High School diploma specialized in science and computer engineering) with high honors Charles-Poncet High School - Cluses, France

## PERSONAL SKILLS

I manage my time well and can concentrate on multiple projects at one. I am self-directed and able to take initiative. I like when things go fast, I can work quickly and efficiently.

#### INTERESTS

I like to play video games. Big video games, like MMORPG or popular survival games. But also indie games because they often try something different, they find risky mechanics and go with them, for better or for worse. Or retro games, such as Atari 2600 ones, because from limitation emerge creativity.

Another part of video games I like is making them, I made a lot of small games in high school, including some for game jams, small events where you have a limited time to create a game answering constraints (a given theme, limitations etc.)