



23 years old



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Grenoble, France



Portfolio



Quentin Chauvelon



Quentin-Chauvelon

LANGUAGES

French







English







Spanish





Limited working

TECHNICAL SKILLS

General purpose: Python, C#, C, C++, Lua, Java, Kotlin, Go, Rust

Web development: JavaScript, React, TypeScript, PHP, HTML, CSS

Database: SQL Server, MySQL, MongoDB

Frameworks: .Net Core, Tailwind CSS

Others: Linux, Git, Agile, AWS, Azure, GCP, Docker, Kubernetes, ML, Vite

CERTIFICATIONS

TOEFL iBT: 109/120 (C1 - Full professional)

Best French Computer Science Student 2023 AXA Group:

October 2024: Top Scorer November 2023: Top Scorer

Euro-Information Code Contest: October 2023: Ranked 11th out of 295

HOBBIES

Cycling | Reading | Table tennis (competitions in teams and tournaments)

Quentin Chauvelon

EDUCATION

Carnegie Mellon University (Pittsburgh, Pennsylvania)

2025 | Exchange semester

Courses: Cloud Computing (AWS, Azure, GCP, Docker, Kubernetes, Spark...) Introduction to Machine Learning (classification, régression, DL...) Computer Graphics

Grenoble INP - ENSIMAG

September 2023 - Current | Master of Science in Computer Science and **Mathematics**

Polytech Nantes

2021 - 2023 | "Classe préparatoire intégrée PEIPD" in Computer Science and Mathematics

IUT Nantes

2021 - 2023 | Bachelor of Science in Computer Science

PERSONAL PROJECTS

Development of a portfolio website



September 2024 - November 2024

o Developing a portfolio website in React, TypeScript and Tailwind CSS

Development of 4 video games

- o Self-learning of the languages (Lua, C#)
- o Development of the user interface (UI)
- o 3D Modeling of the game's components (buildings, maps...)
- o Development, testing and debugging of the features

Casual game in C# using the Unity game engine

December 2023 - September 2024 (~500 hours)



RPG game in Lua using the Roblox Studio game engine

February 2023 - December 2023 (~500 hours)

o Played more than 30k times and with a like ratio of 85%



Survival game in Lua using the Roblox Studio game engine



May 2022 - September 2022 (~500 hours)

RPG game in Lua using the Roblox Studio game engine

April 2019 - May 2022 (~1500-2000 hours)



WORK EXPERIENCE

3 months internship as a web developer at SEPAMAT in Orvault, France

April 2023 - June 2023: o Designed and deployed a web application in PHP and SQL in order to make

the insurance process easier, faster and more organized for 60 agencies o Designed and deployed an application in C# with the .NET framework to automatically mail invoices to more than 100 clients per month

o Fully developed a dashboard in C# using the ASP.NET framework to monitor the automatic mailing of invoices

o Prepared and conducted a phishing test for 250 employees

Summer job: Stocker at U Express in Saint-Hilaire-de-Riez, France Every summer since 2020 (2 months per year)

- o Restocked
- o Trained new seasonal workers
- o Managed my department for 4 weeks