

# ROMAIN WEIGEL

Informatique Student

## About me

My name is Romain Weigel, and I am a third-year computer science student in Annecy, France. I am diligent in my personal work and highly committed to my personal development. I am seeking a position in software, video game, or mobile programming, as these fields of programming are the most rewarding and fulfilling for me.

## Technical skills

- Blueprint UE5 : ★★★★★
- Python : ★★★★★
- C# : ★★★★★
- Flutter : ★★★★★

## Education

### ● 3rd Year BUT in Computer Science

2022 - 2025

at IUT of Annecy-Le-Vieux (74940)

General studies in computer science with a specialization in advanced programming.

### ● Technological Baccalaureate STI2D with Honors

June, 2022

Lycée St-Michel Annecy (74000)

Baccalaureate in Engineering and Sustainable Development.

## Personal Data: Weigel Romain

- 📅 Date of birth: 3 Feb 2004 (20years)
- 📍 Address: 20 avenue de brogny, 74000 Annecy, France
- 📞 Phone: +33(0)626 332 958
- ✉ Email: romain.weigel@etu.univ-savoie.fr
- 🚗 Driving License

## Languages

I am a native French speaker with a B1 level in English.

## Interests

- Street Workout
- Participant in the 2021 Transformation Challenge by Eric Flag
- Practitioner of the Wim Hof Program
- Personal Development (books, podcasts, videos)
- Monster Hunter World

## References

Pascal Weigel, Project Manager, Company: Audacia – Sion, Country: Switzerland  
Phone: +33(0)762 066 598

Benoit Diard, Computer Science Professor, IUT - Annecy, Country: France  
Email: benoit.diard@etu.univ-savoie.fr

## Experience

### ● Internship at Les Formations Pascal Weigel

APRIL 2024 (2 MONTHS)

Internship on a mobile application project for wellness and slimming.

### ● Employment at ONET, Annecy (74)

AUGUST 2022 (1 MONTH)

Night shifts (9 PM - 4 AM), working as a cleaning agent for trains.

## Personal Skills

I am pragmatic and manage my time well.

I am diligent in my work.

## Personal Project

### ● Lunar Storms on Epic Game Store

OCTOBER, 2024

Survival third-person shooter game created in Unreal Engine using Blueprints. Publish on itch.io

### ● Creation of a Mobile Application: YouToo

AOÛT, 2023

Sports application for Android developed with Android Studio using the Kotlin programming language.