

60 rue soldat Ferrari  
B3 - les jardins du Roy  
83400 Hyères

✉ rugoetto.romuald@gmail.com

📞 06.42.64.94.83

🌐 linkedin.com/in/romuald-rugoetto

🌐 rugoettoromuald.github.io



## ROMUALD RUGOETTO

Developer - 26 years old

### Skills

-  **Software development**  
Java, C#, C++ / C
-  **Web development**  
Typescript, JavaScript, Json, Sql/NoSql, Angular, NodeJs, Html / Css
-  **Mobile development**  
Android, Windows Phone, Application Web Progressive
-  **On-board programming**  
K8055, Fez Panda, Arduino
-  **Project management**  
Git, Gantt, Teamcity, Kibana, Scrum, Agile method
-  **Language**  
French, English

### Studies

- 2017 2019** **Master degree MAPI**  
Management of innovative video game projects at Polytech Nice Sophia
- 2016 2017** **Professional licence DAM**  
Mobile development application in Sophia-Antipolis
- 2014 2016** **BTEC Higher SNIR**  
Digital Computer Systems and Networks at Lycée de Lorgues
- 2014** **BTEC STI2D - SIN**  
Information and Digital Systems at Lycée de Lorgues



### Hobbies

-  Video games
-  Hiking
-  Development
-  Board games

### Professional experience

- Current position** **EverySens** **Permanent contract**  
 Back-end development (Java/SQL) according to SOLID principles. Iteration following the Agile Release Train method, with 3-month trains composed of 2-week sprints.  
Each feature follows the following process: analysis of the client's needs, writing of the technical documentation, implementation of the features and unit tests, code review, then testing, beta and production.
- 2021 2022** **Ankama** **Permanent contract**  
 Back-end development (Java/PSQL) in functional programming. Iteration in agile method by 2 weeks sprints, with start of sprint meeting, stand-up meetings, retrospective.
- 2019 2020** **ICS** **One-year fixed-term contract**  
 Fullstack development on several projects (Angular/NodeJs/NoSql) on which I integrated monitoring tools such as elasticsearch and firebase. Then I managed a small development team for a cross-platform DMS where I was in charge of project management and back-end development (Java/OracleSQL). When I arrived on the project, I listed all the existing problems and planned features in a backlog, set up a monthly update cycle and distributed the backlog tickets to the developers in 2-week sprints.
- 2018 2019** **CreativeVR** **Six months internship**  
 Development with Unity3d (C#) of a car racing game in augmented reality for mobiles and a shooting game for the Playstation VR. My internship was about development, but I also brought project management solutions like git, youtrack and a wiki to make the development of the projects more reliable.

### Student projects

- 2018 2019** **3d Adventure Game** **Mobiles with Unity3d (C#)**  
 Gameplay mixes various types of games (adventure, infiltration, running) and makes players evolve in a galaxy endangered by an occult group. The project was designed and developed in 5 months and was presented at the International Games Festival in Cannes in February 2019.
- 2017 2018** **2d Game beat'em up / platformer** **Mobiles with Unity3d (C#)**  
 A couple of characters will have to fight together against the Hell Master's henchmen, with only one objective: to protect each other. The fights are a mix between *Dragon Ball* and *Tap Titan*. The project was designed and developed in 5 months and was shown at the International Games Festival in Cannes in February 2018.
- 2016 2017** **2d car racing game** **UWP native (C#)**  
The player controls a vehicle that tries to escape the police by driving in the wrong direction. He wins points by going as far as possible while dodging vehicles coming in the opposite direction.
- Speed and visual acuity game** **Android native (Java)**  
Many targets are moving on the screen and the player must find the intruder as quickly as possible.

### Personal project

- 2020 2021** **Tactical game** **Mobiles with Unity3d (C#)**  
The player will evolve several teams of pirates by facing other teams of players online in tactical turn-based battles. During a battle, each player has 5 minutes to eliminate the opposing captain by using the powers and movements of his crew members.