



THOMAS MOUCHART

FULL-STACK SOFTWARE ENGINEER

Passionate **Software Engineer**, with 5 years of experience in software development.

I want to bring deep and rich **experiences** for the user; Customer satisfaction is my utmost priority.

Highly **adaptive**, fast learner, always willing to **discover** new technologies



EXPERIENCE



BILLING SOFTWARE DEVELOPER | OCT 2014- PRESENT

Society for Worldwide Interbank Financial Telecommunication

In charge of developing and maintaining the back-end billing system of SWIFT, handling more than 30 millions messages per day.

Also in charge of the front-end Web Application dashboard allowing the customer to have deep insight on the monthly billing process



SERVICE SOFTWARE DEVELOPER | JAN 2012- OCT 2014

Society for Worldwide Interbank Financial Telecommunication

Software engineer working on the CREST service.

Manages the transport of critical financial messages and ensures high-availability, resilience and non-repudiation through clustering



UNITY GAME DEVELOPER | OCT 2015- PRESENT

Freelance

Designing and developing "**The Wizard**", an upcoming Action-RPG for PC.

Working on every aspects of programmation and design: Gameplay, AI, Graphics, Sounds, Procedural Generation



EDUCATION

MASTER, SOFTWARE ENGINEERING

Specialization in Artificial Intelligence

SEP 2006- JUN 2011

École Polytechnique

Université Libre de Bruxelles



PERSONAL INFO

Name	Thomas Mouchart
Birthday	27th Oct 1988
Nationality	Belgian
Born	Belgium
Languages	French, English



CONTACT ME

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SKILLS

C/C++	●●●●●
C#	●●●●●
Java	●●●●●
JavaScript	●●●●●
Spring MVC	●●●●●
Oracle SQL	●●●●●
HTML/CSS	●●●●●
AngularJS	●●●●●
Unity3D	●●●●●
Agile/Scrum	●●●●●
Git	●●●●●



HOBBIES

Game Development

Squash

Traveling