Gaël Foppolo

Marseille − France

1 +33 6 28 91 02 66

✓ me@gaelfoppolo.com

www.gaelfoppolo.com

gaelfoppolo

in gaelfoppolo

gaelugio

Driving license



Engineering student @ Polytech Marseille

handling, statistics gathering, etc.



2016 Internship - iOS developer **(**, Lundi Matin, Montpellier, France, www.lundimatin.fr.

The *RoverCash* application replaces the traditional cash register, turning your tablet and smartphone into a management tool. The app offers, besides the traditional functionnalities, a directory, a catalogue, payment

My main objective of my internship was the internationalization (i18n) and localization (l10n) of the app. https://itunes.apple.com/app/id1061525820

Internship - iOS developer **(**, KeepCore, Montpellier, France, www.keepcore.com.

The *HandiCarParking* application aims to quickly locate parking spaces reserved to disabled people all over the world. It's based on the *OpenStreetMap* data. My assignment was the complete design of the app, from specifications to deployment.

https://github.com/gaelfoppolo/handicarparking



AnalytiCeM, Polytech, Marseille, github.com/gaelfoppolo/AnalytiCeM.

AnalytiCeM aims to retrieve and analyze brain data, coming from a Muse headband. In order to achieve that, we create "session", during which we retrieve contextual data (like weather), which is augmented with brain data. We can then infer behaviors according to the context.

Technology: Swift & Realm

Locomotor, *Polytech*, Marseille, github.com/gaelfoppolo/locomotor.

Locomotor is a real and fictional vehicles comparator. It is based on predefined criterias that the user can select. It outputs a list of the vehicles that fit "the most" the user's query. The comparator works in a client/server design, allowing multiple users to use the same dataset at the same time.

Technology: Java & MongoDB



Engineering school in Computer Science, *Polytech*, Marseille, France.

Associate's degree in Computer Science, *University Institute of Technology*, Montpellier, France.

III Publication —

Contextual Sequential Pattern Mining in Games: Rock, Paper, Scissors, Lizard, Spock, Dumartinet, J., Foppolo, G., Forthoffer, L., Marais, P., Croitoru, M., & Rabatel, J., Research and Development in Intelligent Systems XXXII (pp. 375-380), Springer International Publishing.

Languages

⇔ Skills —

Anglais – $\bigstar \bigstar \bigstar \bigstar \bigstar$ TOEIC - 935

Environments

2015

iOS ★★★☆☆ Xcode ★★☆☆☆ MongoDB ★★☆☆☆

Langages

Swift & Obj-C ★★★☆☆
Java ★★☆☆
SQL & PL/SQL ★★☆☆

Outils

Git/CocoaPods ★★★☆☆ Slack/Trello ★★★★☆ UML ★★★☆☆

Miscellaneous



















TV series OutRun Gardening

Apple

Firefox

Night Open source