Théo Fourniez

Computer Science Student

+33 6 81 67 81 03

theofrnpro@gmail.com

62300 Lens, France

SKILLS

- Java
- Python
- SQL
- Web (HTML, CSS, Bootstrap, PHP)
- French (Native)
- English (Intermediate)

TOOLS

- Git
- IntelliJ IDEA / Eclipse

INTERESTS

- Mountain biking
- Video games (FPS, RTS, racing)
- PC Building

PROJECTS

Blender Add-on

Personal project – 2020 – Python 3, Blender API

Development of an add-on made to open special 3D files in the .jm file format.
During this project I have reverse-engineered this file format to understand it. This enabled me, using Blender's API, to recreate a 3D model from a file using this format. During this project I reinforced my Python knowledge while also discovering the inner workings of Blender.

Portal 2 Eco+ Edition

School project – 2020 – C#, Unity 3D

Creation of a puzzle game inspired by Portal in teams.
During this project I programmed essential game mechanics like the object pick up system. I have also implemented the 3D levels of the game. This has made me discover the C# language and improve my object oriented programming knowledge.

IUT de Lens website overhaul

School project – 2020 – HTML, CSS, Bootstrap 4

Project to modernize the website of the IUT de Lens in teams.
I have made some mock-ups on Adobe XD, then i programmed the navigation bar and her custom "hamburger" button.
This project is my first experience in web design and web development.
Thanks to this experience, I have learned how to create mock-ups, use a web framework and work in teams.

EDUCATION

Two-year University degree in IT.

IUT De Lens, SP 16, Rue de l'Université, 62307 Lens

2020-2021

French secondary school Diploma with high honors.

Lycée Albert Châtelet, Saint-Pol-sur-Ternoise.

2017-2019