

Guillaume Raimbault

Computer engineer interested in video games, learning and new technologies.

raimbault.guillaume@gmail.com

EXPERIENCE

DATADOG, Paris— *Solutions Engineer*

MARCH 2018 - JULY 2020

Complex customers problem solving about all parts of the Datadog application and about the 350+ technologies that Datadog integrates with. Coordination with engineering and product management teams to push customers feedback into the product.

Constant learning and teaching of the Datadog application. Realization of technical demonstrations for clients on call or in tradeshow.

Help to develop the internal and public documentation.

Help to recruit and train the solutions engineer team in Paris.

Technical skills: learnt about the 350+ integrations in Datadog: AWS, Azure, Docker, Kubernetes, PostgreSQL, Apache, Azure...

A-BLOK, Paris— *Multimedia developer Internship*

AUGUST 2016 - DECEMBER 2016

Conceptualization and development of the interactive installation “We are Colors Fashion” on Unity.

Technical skills: Unity, C#.

CGI, Paris— *Information Technology Engineer*

SEPTEMBER 2013 - OCTOBER 2015

Front-end development of websites and web applications for major luxury actors : Louis Vuitton’s website, Sephora’s website and web applications, Hermès shop application. Complex problem solving through design and innovation.

Technical skills: responsive design, HTML5, CSS3 (Less), Javascript, jQuery, Backbone.js, Angular.js, JSTL, use of Oracle ATG services.

CGI, Paris— *Engineer Internship*

FEBRUARY 2013 - AUGUST 2013

Front-end development of Louis Vuitton’s mobile website.

Technical skills: HTML5 CSS3, Javascript.

SKILLS

Web Development
(HTML/CSS, Javascript, React...)

Programming notions (C++, C#)

Game Engine notions (Unreal Engine, Unity)

Cloud Computing notions
(AWS, Azure, Google Cloud...)

LANGUAGES

French mother tongue.

English fluent.

Spanish basic

HOBBIES AND INTERESTS

Virtual Reality, Augmented Reality, Video games, New technologies, Windsurf, Snowboard, Japanese culture, music

EDUCATION

Gobelins/CNAM-ENJMIN, Paris— *Specialized Master IDE (Interactive Digital Experience)*

OCTOBER 2015 - NOVEMBER 2016

Specialization year in video games and interactive new media. Production of various team projects : video game, virtual reality, interactive storytelling, internet of things.

ISEP (Institut Supérieur d'Electronique de Paris), Paris— *Computer Engineering Degree*

SEPTEMBER 2008- NOVEMBER 2013

Engineer school specialized in information and communication technologies (computing, electronics, telecommunications, multimedia).

Exchange semester at Laval University, Québec, Canada : courses on video games, C++ and animation.