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WORK EXPERIENCE

- 08.2016 – 09.2017 **Web Developer @ Prototypo** (prototypo.io)
Half-course half-work during 5th year in my engineer school. (Work part)
Rewrote the back-end with **Node.js**, **AWS Lambda**, **GraphQL** and **Stripe API**.
Front-end development with **React**.
- 10.2014 – 10.2015 **Front-End Developer @ Dolmen Technologies** (dolmen.bzh)
Half-course half-work during 3rd year in my engineer school. (Work part)
Developed webapps with **Symfony**, **Backbone.js** and **Marionette.js** helped
with **Sass** and some compilation tools like Browserify.
- 06.2014 – 08.2014 **Intern, web game development @ Dolmen Technologies** (dolmen.bzh)
Imagined, created and experimented **game development** modules made
entirely with **HTML / Javascript**, executed on touch devices.

PERSONAL PROJECTS

- 2009 – 2012 **JeuxAmateurs.fr, website about indie game development**
Represented during Stunfest game festival in Rennes, France.
- 2009 – 2010 **National contest INNOV'Game : game development**
2nd in software category, special and jury's favorite prices.

EDUCATION

- 09.2012 – PRESENT **ISEN Brest-Rennes, Engineer school**

SKILLS

| | |
|-------|---|
| Game | C++, C#, SFML, Unity |
| Web | HTML, CSS, Javascript (ES2015/16, Node.js), React, Redux, GraphQL |
| Tools | Git, GitHub, Webpack, Babel |

LANGUAGES

| French | English | Japanese | Spanish |
|----------------|---------------------------------------|----------|----------|
| Native speaker | Professional level Cambridge's FCE | Beginner | Beginner |

INTERESTS

| | |
|------------------|-----------------------------------|
| Japanese Culture | Animation, Music, Manga, Language |
| Music | Guitar, Drums |
| Hack Days | Global Game Jam, Museomix |