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WORK EXPERIENCE

- 08.2016 – PRESENT **Web Developer @ Prototipo** ([prototipo.io](#))
Rewrote the back-end with **Node.js**, **AWS Lambda**, **GraphQL** and **Stripe API**.
User interfaces 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 user interfaces with **Symfony**, **Backbone.js** and **Sass**.
- 06.2014 – 08.2014 **Mobile Game Development Intern @ Dolmen Technologies** ([dolmen.bzh](#))
Imagined, created and experimented **game development** modules made entirely with **HTML / Javascript**, executed on touch devices.

PERSONAL PROJECTS

- 2013 – 2017 **Global Game Jam Rennes**
- 2 games made with **C++ / SFML**
- 3 games made with **web** technologies
- 2009 – 2012 **JeuxAmateurs.fr**, website about indie game development
Represented during Stunfest game festival in Rennes, France.
- 2009 – 2010 **National contest INNOV'Game : C++ game development**
- 2nd in software category, special and jury's favorite prices.
- Made the platformer game part with **C++** and **SFML**

EDUCATION

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

SKILLS

Game	C++, SFML, C#, 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 (since 2012), Museomix