

# Jean-Paul Balazs Thenot

## Software Engineer

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github.com/zetaku1

## Education

2023 **Software Engineer, Pontifical Catholic University of Chile**  
2022 **Bachelor of Engineering, Pontifical Catholic University of Chile**  
2016 **High school diploma, Lycée Antoine-de-Saint-Exupéry, Chile**  
Scientific Baccalauréat with Mathematics specialty

## Experience

**Present** | **Independent project, Santiago, Chile**  
**January 2018** > Created a Prototype fighting game in Unreal Engine with cpp.<sup>a</sup>  
<sup>a</sup><https://zetaku.itch.io/beatfighter-demo/download/otjcjOkYNd9rlyFC7NDMk1wQfiGoKa81fnMwwq5n>  
Unreal Engine C++

## Extracurricular Activities

**Present** | **Japanese, Santiago, Chile**  
**January 2018** > Followed a course of japanese kanji vocabulary on the Memrise app that has over 2000 kanji and 6000 vocabulary words.<sup>a</sup> Now using Anki.  
<sup>a</sup><https://app.memrise.com/course/861672/kaniwani/>  
Japanese

**Present** | **Sport, Santiago, Chile**  
**January 2018** > Started training Karate to improve lifestyle, learn about self-improvement and self-defence.

## Competences

Programming Languages: **C, Python, Ruby, C++**

JavaScript, Bash,  $\text{\LaTeX}$   
SQL, MQL (Mongo)

Technologies: **Unreal Engine**, Unity,  
Game Maker, Git, NumPy,  
Ruby on Rails, Php, Django  
PostgreSQL, MySQL  
Amazon Web Services, ReactJs, NodeJS

## Languages

Spanish (Native) ● ● ● ● ●  
English ● ● ● ● ●  
French ● ● ● ● ○  
Japanese ● ● ○ ○ ○