

# 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/otjcj0kYNd9rIyFC7NDMk1wQfiGoKa81fnMvwq5n>  
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** | **Karate, Santiago, Chile**  
**January 2018** > Training in 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	●	●	○	○	○