

Jean-Paul Balazs Thenot

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Education

- 2024
- 2022
- 2016
- Software Engineer, Pontifical Catholic University of Chile
- Bachelor of Engineering, Pontifical Catholic University of Chile
- High school diploma, Lycée Antoine-de-Saint-Exupéry, Chile
- Scientific Baccalauréat with Mathematics specialty

Experience

Present

January 2018

Self-Taught student, Santiago, Chile

> Created a Prototype fighting game in Unreal Engine with cpp.^a

> Followed a course of japanese kanji vocabulary on the Memrise app that has over 2000 kanji and 6000 vocabulary words^b

^a<https://zetaku.itich.io/beatfighter-demo/download/otjcjOkYNd9rlyFC7NDMk1wQfiGoKa81fnMwwq5n>

^b<https://app.memrise.com/course/861672/kaniwani/>

Unreal Engine

Japanese

C++

Competences

Programming Languages:

C, Python, Ruby, C++

JavaScript, Bash, ~~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