

# Aymeric Foyer

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## EDUCATION

### Colorado College

Bachelor of Arts  
Computer Science  
Cum. GPA: 3.55  
Graduated in 2020

## SKILLS

### Software Languages:

Java • JavaScript • Python •  
CSS/SCSS • HTML  
Familiar with C#

### Frameworks:

React • React-Native  
Familiar with  
BASH • MySQL

### Tools:

Git • Illustrator • Photoshop •  
Lightroom • Adobe XD • Premiere  
Pro • After Effects • Figma •  
Familiar with Unity

## COURSEWORK

Data Structures  
Analysis of Algorithms  
Discrete Mathematics  
Theory of Computation  
Computer Systems  
Computer Graphics  
Video Game Programming  
Software Design  
(Object-Oriented Programming)

## ACTIVITIES

Colorado College eSports Team  
Japanese Language Table  
Mahjong Club  
Photography Group

## LANGUAGES

French - Fluent  
English - Fluent  
Japanese - Professional Proficiency

## PROJECTS

### Adventures-in-time.com

2020

- Worked with the client to update their website with a simpler and more responsive design through Figma and the use of React.
- Improved website load-times by optimizing image-loading through various methods.
- Designed all the website content to work both on mobile and desktop and improved readability.

### Campus Event Application

December 2019- March 2020

- Worked as a team of five and the head of the college's campus activities on creating a Full Stack React-Native app to boost student participation in college events.
- Parsed college's RSS feed to gather events to add to the database including the date and time. This later became important as we could import all previous events to our own database in Firebase.
- Created User Interface that allows intuitive navigation between screens with easy connection to each event by having thoughtful links to information such as dates, titles, and links to events that were all fed from the database.

### Radiosity-Based Renderer

2019

- Java-based proof of concept Cornell Box rendering with global illumination.
- Built to be configurable with different light resolutions and passes to render with more/less detail. Once rendered the scene is viewable in real-time in 3D.
- Created dot matrix on 3D-planes for light calculations using arrays and linear calculations to place points along the plane.
- Created functions to check if a path between two points was obstructed or not in order to assign dot's new light values accordingly.

### Calendar Program

September 2019

- Made as a team of three using MySQL database, the JavaFX library, and Java that lets users store and organize events by date and priority.
- Created the user interface, and functions that connect the UI to the controller and the model to the UI along with user-interaction protection to eliminate impossible cases that would cause errors.
- Created test cases to see if all events show and if the correct event gets fetched when requested from the SQL server.