

Julien Athomas

IT Developer

Birthday : September, 15th 1995

Relationship : Single

Nationality : French

Driving licences: Car and Motorcycle

CONTACT



+33 6 43 37 77 32



julien.athomas@epitech.eu



www.julien-athomas.me www.github.com/athomaj www.linkedin.com/in/athomasjulien



97, Boulevard de Paris 13002, Marseille, France

EDUCATION

2013 - 2018 **EPITECH MARSEILLE**

Master in computer programming French Baccalaureate (A-Level) Currently in third year

2012 - 2013 LYCEE PAUL LANGEVIN LA SEYNE-SUR-MER

Specialization Sciences

LANGUAGES

► French : Mother tongue

► English : Fluent

> TOEFL 82 TOEIC 865

WORK EXPERIENCE

2015

STUDENT STAFF

12 MONTHS INTERNSHIP, EPITECH MARSEILLE Managing pedagogical activities of the school such as courses and workshops. Following and bringing technical support to first and second year students.

2014

WEB DEVELOPER

6 MONTHS INTERNSHIP, BOUC-BEL-AIR, FRANCE Conception and development of an industrial supervision web application allowing people to create an animated interface to display and modify states of connected peripherals.

LANGUAGES

SKILLS

▶ C ▶ C++ ► NodeJs

► C#

► Java

Swift AngularJS

▶ Ruby on Rails

► HTML

► Python ► SQL

Javascript Assembly

► CSS

05

► OSX Linux (Opensuse, Debian)

Windows

NOTABLE PROJECTS

LITTLE THUMB - 2015/2016

Project in touch with a company, SmardTV. Developing an application allowing a robot to go back to its initial position by itself. Using the google tango tablet to create a graphic representation of the environment and ROS to communicate between applications.

RTYPE - 2015

Developing a cross platform Shoot 'Em Up in C++. Creating rooms, loading a custom map, playing online. Using UDP to send game data and TCP for everything else.

BABEL - 2015

Developing a cross-plateform C++ application to communicate over the network like Skype. Using TCP to manage connections, friend list and to create communications. Then sending sound data in Peer to Peer (UDP).

BOMBERMAN - 2015

Development of the famous game in C++ with a multiplayer mode.

RAYTRACER - 2014

Creation of a synthesis image generator in C using raytracing. Possibility to generate an image with a cluster.

TOOLS

▶ IDEs:

Xcode/Visual Studio/Android Studio Atom

▶ Git

▶ GDB

▶ Valgrind

QtCreator

QUALITIES



- Rigorous
- **Passionate**
- **Volontary**

HOBBIES

- Cooking
- **Sport**
- **Video Games**
- New technologies