

Aurelien CARLE

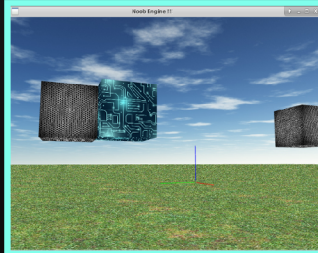
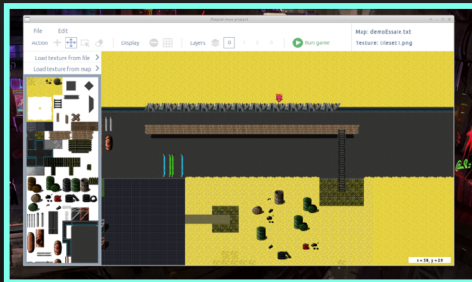
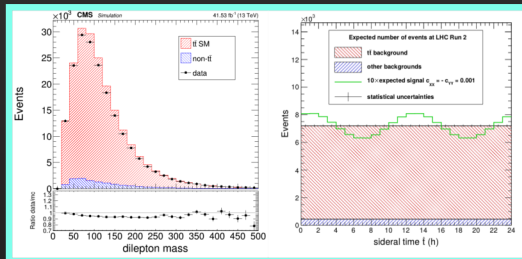
After a Ph.D in Particle physics, I want to use my programming skills and my natural passion to creativity in videogame world.
With an international project coordination experience, a quick adaptation ability, I am sure to be good asset to your company.

Birthday : 24 July
Language : French
Other : English (B2)

Qualities :

ANALYTICAL MIND
LEARNING SPEED
RELATIONSHIP SKILLS
ABSTRACT LOGIC
CURIOSITY
IMAGINATION
RIGOR

C++ Projects



Professional codes :

Heppy Framework (~200 000 lines)

BIG DATA MANAGER FOR HIGH ENERGY PHYSICS
JUNIOR DEVELOPPER - CERN GENEVA

- MATHEMATICS MODULUS CREATION.
- PHYSICS MODULUS CREATION.
- NUMERICAL ANALYSIS AUTOMATISATION.
- DATA PROCESSING OPTIMISATION.
- MAINTENANCE (INTERNATIONAL COORDINATION).
- GRAPHICS AND HISTOGRAMS CREATION.

Personal codes :

Karlul-Engine (~12 000 lines)

2D ENGINE FOR ZELDA-LIKE GAME CREATION
CO-DEVELOPPER

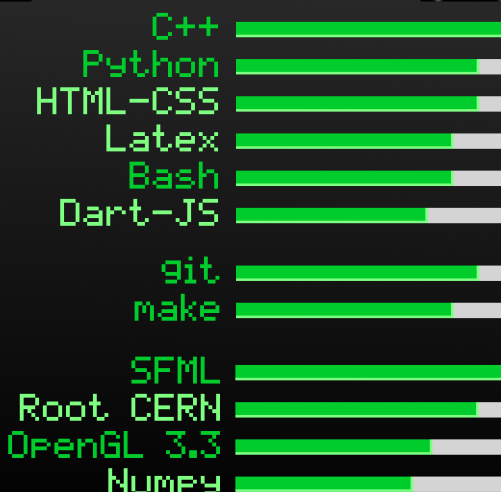
- GUI CREATION.
- ASSETS MANAGER CREATION.
- EVENTS TRIGGER MODULUS CREATION.

Noob-Engine

TOY 3D ENGINE
DEVELOPPER

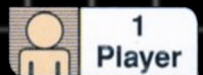
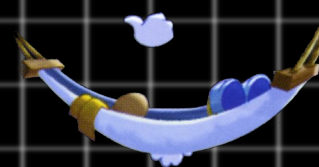
- FPS CAMERA
- OBJ READER

Prog Skills



Hobbies

COMICS
GUITAR
DRUMS
RASPBERRY DIY
PIXEL-ART
DIORAMAS
SPEEDRUN
PHILOSOPHY
PHYSICS
MATHEMATICS



WARNING
available september 2021

More on my website :
<https://arc-pintade.gitlab.io/acarle/>

Contact :
aurelien.carle@gmail.com

Git :
<https://github.com/Arc-Pintade> (pro)
<https://gitlab.com/Arc-Pintade> (perso)