Common core internship

## Polymorph

Pacé, France / September 2022 to January 2023

- Graphic studio specialized in the creation and production of graphic content for the entertainment and museography sectors as well as for simulation, training and communication for service and industrial companies.
- Development of real-time applications on Unreal Engine 5:
  - Generic touch application for viewing 3D models
  - · Al for VR simulation



Unreal Engine

Unity

- Blender
- C++, C#, C
- · Python, Java,
  - JavaScript
- OpenGL
- SQL
  - Git

Semester abroad

Algebra University College Zagreb, Croatia / March to July 2021

 Scientific baccalaureate with mention AB Lycée Benjamin Franklin Visual arts option Auray, France / 2016 to 2019

**Associative experiences** 

Vice Secretary

Ephemere photography association Paris, France / Since April 2023

Treasurer

**Epita Student Office** 

Rennes, France / Year 2021-2022