

Cédric Membrez

Swiss | 1987 | Zürich, Switzerland | +41 79 269 17 10 | cedric.membrez@gmail.com
linkedin.com/in/membrezcedric | github.com/cmembrez | cmembrez.github.io

EXPERIENCE

- 07.2023 - Present **Software Engineer** *SKAN, Switzerland*
- Develop & improve desktop software by implementing new features & refining existing ones to meet client requirements & enhance user experience
 - Build & optimize VR applications, & modify existing 3D models/UI elements
 - Manage project coordination, client communication, & co-founded an internal digitalization community to gather requirements & drive innovation
 - **Skills:** Unity/C#, Pixyz/Python, UI/UX, Photoshop, Blender, Jira/Confluence
- 02.2018 - 04.2020 **Portfolio Manager** *MFM Mirante Fund Management, Switzerland*
- Managed two global convertible bonds funds & presented the funds across Europe
 - Defined strategy & decided for optimal allocation & investments for given regions
 - Produced & organized calls for tenders & requests of clients
 - **Skills:** result-driven, proactive, take responsibility, interpersonal skills, resilient
- 02.2014 - 01.2018 **Quantitative Analyst** *MFM Mirante Fund Management, Switzerland*
- Produced risk reports & performance attribution analyzes (VBA, R/ggplot, L^AT_EX)
 - Analyzed investment opportunities (Bloomberg, VBA, R, Java, SQL)
 - Developed risk management tools to improve department efficiency (VBA)
 - **Skills:** attention to detail, fast learner, entrepreneurial, resilient, adaptive, reliability

PROJECTS

- 08.2022 - 06.2023 **Augmented Reality** *MSc Thesis, University of Fribourg*
- Researched key features & accessible design to gamify low vision rehabilitation
 - Interviewed specialists from the Swiss federation for people with visual impairments
 - Implemented a serious game escape room using Unity/C# on Microsoft HoloLens 2
 - **Skills:** Unity/C#, MRTK; UI/UX, user-centered, empathy, research, analysis
- 10.2022 - 01.2023 **Embedded Software - Robotic** *Team project - University of Fribourg*
- Programmed on Espressif, Arduino, Raspberry microcontrollers in C/C++, Python
 - Communicated between boards using MQTT, WebSocket, and UART protocols
 - Integrated pre-build machine learning models for face recognition
 - **Skills:** C/C++, Python (OpenCV); problem solving, solution oriented, prototyping
- 02.2021 - 09.2021 **Virtual Reality** *University of Fribourg*
- Developed an adventure video game with Unity/C# on Oculus Quest 2
 - Presented my project at the annual university open-days
 - **Skills:** Unity/C#, Blender; autonomous, creativity, design thinking

EDUCATION

- 03.2024 **Professional Scrum Developer I** *Scrum.org*
- 09.2020 - 06.2023 **MSc Computer Science** *University of Fribourg, Switzerland*
- Pre-MSc: data structures, databases, algorithms, software engineering, operating systems, concurrent & distributed systems
 - Specialized in advanced information processing: user centered design, affective computing, game development, deep learning, big data, cloud computing
- 11.2021 **CFA - passed all three exams** *CFA Institute*
- 09.2011 - 01.2014 **MSc Quantitative Finance** *WU Vienna University of Economics & Business, Austria*
- 09.2007 - 09.2011 **BSc Economics** *HEC Lausanne, Switzerland*
- Final year exchange at Aalto University School of Economics, Helsinki, Finland

SKILLS

- Languages French: native | English: fluent/C1 | German: intermediate/B1
- IT C#, C/C++, Java, Python, SQL, Docker | Unity, Unreal | Blender, Pixyz, Photoshop

ACTIVITIES

- 02.2016 - Present **Piano** *Classical music*
- 09.2012 - 09.2013 **WU Qfin Club** *Cofounder, Austria*
- 09.2009 - 09.2010 **HEC Espace Entreprise Association** *Head of Internships Division, Switzerland*
- 08.2008 - 11.2014 **Marathons** *Athens 2014, Vienna 2013, London 2010 & San Francisco 2008*