THOMAS FORICHER

28 yo (1986)

Software Engineer

05.2013 Young & Shand Auckland, New-Zealand

04.2014 Developer

- Maintaining server structure and response time
- Developing the new apps and websites.
- · Optimising the core products
- Implementing new testing, documentation, deployment processes (git flow, phpunit, CI, ...)

Projects: Cadbury Dream Factory, KFC Build your own burger, The Walking Dead season 4

03.2012 Gameloft Auckland, New-Zealand

01.2013 **Game Monetization Manager**

- Define the business and monetization strategy through data analysis.
- Report the trend and results to the top management.
- Manage worldwide acquisition campaigns.
- Developing and setting large databases to increase the storage and optimize the games.

Projects: Littlest Pet Shop, My Little Pony, Wonder Zoo iOS and Android

Criteo London & Paris 09.2009

04.2011 **Business Intelligence Analyst**

- Campaign management from the implementation of the ads to the customer care for European countries (more than 300 customers).
- Analyzing databases in order to update the recommendation algorithm
- Developing and setting A/B Tests for important customers in order to measure the result of ours products in a design, structural, efficiency point of view.
- Developing automated reports and intern tools to help the interpretation of the results

06.2008 **Publicis Modem** Paris

09.2008 **Project Manager**

- Developing marketing strategies (Groupama Amaguiz.com, Cannes film festival)
- Creating http://www.moncarnetderoute.com website for Renault targeting senior customers

Ecole Centrale d'Electronique Paris

2009, Computer Sciences

French - mother tongue

English - fluent Spanish - good

Good communication, enthusiastic with new technology. Quick learner. Know his responsabilities.

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https://github.com/codeKonami

http://fr.linkedin.com/in/thomasforicher

(+33) 7 82 30 14 40

Trekking, surfing, playing guitar but most of all, hacking stuff.

PHP HTML/CSS Python **C.N des Arts et Métiers** *Paris* Node.js 2008, Software Engineering Objective-C MySQL / NoSQL Project Management

Languages