Education & Qualifications		
2008-today	UTBM (University of technology of Belfort-MontbélAIrd) – Computer science –	
	Image, interaction and virtual reality.	
	Curriculum software and knowledge engineering studied in parallel.	
	More information about the UTBM: www.utbm.fr	
2006-2008	Preparatory studies at the UTBM.	
2006	Math faculty at Lyon.	
2005	A-Level in sciences, with honors.	

Work history	
September 2009 –	Internship at Ségula Technologies. Development of an EDMS (Electronic Document
Febrary2010	Management Systems) based on Delphi language under BORLAND DELPHI 7.
February 2009 –	Training period at Lexip. Firmware development (C, MPLAB) and plug-in
April 2009	development for 3D mouse (C++, Visual studio 2005).
July 2006	Operator on the assembly line, Peugeot S.A - Sochaux.
July-August2004	Operator on the assembly line, Peugeot S.A - Sochaux.

IT SKILLS	
Language	Excellent knowledge of MATLAB, SQL.
	Good knowledge of C, C++, Java, Delphi, LISP, Prolog.
	Basis on C#, ARM.
Imagery	Excellent knowledge of mathematical tools for imagery.
	Good knowledge of OpenGL. Development of a graphical API using C++ and
	OpenGL.
	Presently following of shape recognition courses and 3DsMax practical work.
AI	Good knowledge of video game's AI (perception, movement, interaction with
	environment).
	Project development about crowd behavior during festival using Java (movement
	depending on wishes, reaction during panic)
	Presently following of courses about multi-agent, fuzzy logic, and neuronal network.
Web	Basis on HTML, CSS.
	Development of a website.
OS	Good knowledge of Windows systems.
	Regular work in Unix system (Ubuntu).
Development	Works carried with Eclipse, Visual studio, Borland.
environment	
SGBD	Good knowledge of MS Access and Oracle.
Conception	Good knowledge of Merise 2.
	Strong grounding in UML.

Languages	
French	Native language.
English	Advanced
	2008 T.O.E.I.C score: 850/990.
Spanish	Basic level.

Interests & Hobbies	
Video games, history, geopolitics, cinema, music, sports.	