

Gael Courmont

Looking for junior position as a video game developer.



PROFIL

I am a recently graduated ingeneer specialised in artificial intelligence. Experienced in various technology and autonomous. I am actively looking for a junior position as a video game developer.

CONTACT

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Permis B

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<https://courmont-gael-portfolio.herokuapp.com>

<https://github.com/gael-courmont>

SKILLS

Unity 3D, unity XR, Unity 2D
Unreal Engine, Three.js

C++, C#, Python, Java

Pytorch, keras, Git

Computer vision, docker, jenkins

LANGUES

English : Fluent
Spanish : Basic level

EDUCATION

Engineering degree, Master of Artificial Intelligence/Expert
2016-2022
ISEN LILLE - École d'ingénieurs des Hautes Technologie Numérique

Scientific Baccalaureate with sport option – Robespierre Arras
2016

ACADEMIC PROJECTS

Synthetic datasets

Creation of a video dataset of a rare event to train an artificial intelligence for an assistant robot.
Adaptation of a video analysis algorithm to our problem.

Unity – Python – Pytorch

The fireflies express

Platform game made during the Global Game jam 2022 by a team of 6
Unity

EXPERIENCES

Video game developer intern | 06/2022 – 01/2023

DTT | Amsterdam

- Unity developer working on creating unity packages for the asset store. Implementing UI, design, creating coding architecture.
- Helping on bigger client game with Unity and JavaScript development.

Unity / Three.js / Git / Project management

Data scientist internship | juillet 2021 – aout 2021

Diskyver | Lille

- setting up a template for the deployment of machine learning models in production (mlops)
- Creation and research on an artificial intelligence model for pattern detection

Docker / Jenkins / Pytorch

General Assistant | juin- Aout 2019

prince's house hotel (Ecosse)

- Room management and cleaning.
- Room service
- Kitchen assistant