



# Mathieu Arquillière

SOFTWARE DEVELOPER STUDENT

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## PERSONNAL STATEMENT

I am a second year student in Computer Science. Since high school, I have improved my programming and personal skills through many different projects. I have learned several programming languages and concepts and I have developed my communication and teamwork. I am now looking for an internship in Computer Science to apply my knowledge and learn more.

## EDUCATION

COMPUTER ENGINEER  
SINCE 2018  
CLERMONT-FERRAND

**2nd year in college of engineering ISIMA, equivalent to a Master's Degree of Engineering in Computer Science**

- Software Engineering & Informations systems
- Mathematics, modelling, object-oriented programming

PREP'ISIMA  
2016 - 2018  
CLERMONT-FERRAND

**Two-year preparatory course for direct entry into ISIMA carried out in conjunction with year 1 and 2 of the UCA Computer Science degree course**

- Computer science basics
- Mathematics

BAC S SI  
2016  
GUÉRET

**Baccalauréat Scientifique - High school certificate**

- A-levels in mathematics and physics

## PROJECTS

PROFAN EXTENSION  
2018/2019  
40 H

**An industry-oriented positive-interdependence project across 3 academic levels, part of the French government's PIA initiative "Investments Program of the Future"**

The objective was to design, build and program a robot able to detect and fix welding issues in metal pipes.

- Lead and managed a multi-level team
- Understood technical specifications
- Designed and programmed solution in an unknown sector (robotics)

INTERACTIVE GAME  
2017/2018  
25 H

**Software developed as part of a school project for a philately organisation in C++ (pair work)**

- Communicated with a tutor and the organisation
- Made analysis and modeling (like Unified Modeling Language) to design the software
- Wrote up documentation

PHYSICS ENGINE  
2017/2018  
20 H

**Personal C++ project, developed to model physical behaviour in order to be used in future game projects**

- Understood basic physics laws (Newton's laws of motion for example)
- Designed the best solution to model with programming
- Used object-oriented programming and UML

GRAPH THEORY  
2017/2018  
30 H

**Personal C++ software project, developed to visualize graphs and execute algorithms like A\*, Dijkstra and the shortest path**

- Understood graphs and algorithms
- Created optimized programs
- Transformed a concept into a data structure

SEVERAL GAME JAMS  
SINCE 2017

**Creation of video games (with a team) in 24 or 48 hours, with theme and constraints. Many experiences: different people, different languages, different context**

- Imagined and conceptualized a video game under constraints
- Worked fast under pressure
- Adaptation to a team and a programming language

## SKILLS

### Technical skills

- Programming languages: **C/C++**, Java, Python, Scheme, OCaml, Processing
- Web development languages: HTML5, CSS3, JavaScript
- Tools: Git, SFML, Qt, UML, Latex
- Environment: **GNU/Linux**, **Windows**, Arduino
- Software: VS Code, Visual Studio 2019, Eclipse, Microsoft Office

### Personal skills

- Communication: Realized different projects that require adapted communication with co-workers, clients and tutors.
- Organisation: Set up functional analysis and work flows to carry out personal and business projects, alone or in a team.

### Languages

- French (native)
- English (advanced)
- Japanese (beginner)
- Spanish (beginner)

## EMPLOYMENT

SOFTWARE DEVELOPER  
IM@GE  
2019

**A student job allowing students to get experience and remuneration**

The objective was to design and develop an application that enables you to visualize data, with different sorting possibilities. The first version was developed in C++ and Qt but to obtain an easier deployment of the application, it has been recoded in HTML/CSS/JavaScript.

- Worked independently
- Carried out research about technologies (Qt, Web languages)

OPERATING AGENT  
GUERET  
SUMMER 2017 & 2018

**Operating agent in an urban community**

Worked with multiple urban community agents to maintain bus services

- First steps in the world of work
- Learned teamwork

## INTERNSHIPS

DAGARD  
2013 (3 DAYS)

**Internship to discover computer maintenance**

in charge of the company software development and the maintenance of the industrial computer park

QUAT ENTERTAINMENT  
2014 (1 WEEK)

**Internship in a video game company**

Discovery of all video game jobs (developer, game designer, level designer, community manager)

## HOBBIES

- I am part of a rock band, as a bass player
- I enjoy doing sports like tennis, table tennis and mountain bike
- I like to play and create video-games (Game-Jams)

## REFERENCES

References are available on request