Mathieu Arquilliere

mathieu.arquilliere@etu.uca.fr | +33 (0) 6 58 96 19 37
21 Roche Génès Street, Aubière, 63 170

PERSONAL STATEMENT

I am a student in computer science looking to resume a position in software engineering. Since high school, I improved my programming and personal skills through many different projects. I learned several programming languages and concepts and I developed communication and teamwork. I am looking for a software developer position specialized in video games.

KEY SKILLS

Technical Skills
- Programming Languages: C/C++, Java, Python, Scheme, Caml, Processing
- Web Development Languages: HTML5, CSS3, Javascript
- Tools: Git, SFML, Qt, UML
- Softwares: Visual Studio 2019, Eclipse, Microsoft Office, ...

Personal Skills
- Communication: Realize different projects that require an adapted communication with co-workers, clients and tutors.
- Organization: Set up functional analysis and work flows to carry out personal and business projects.

PROJECTS

ProFan Extension   **2018/2019**
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.
- Lead and manage a multi-level team
- Understand technical specifications
- Design and program solution in an unknown sector (robotic)

Interactive Game   **2017/2018**
A software developed as part of a school project for a philately association in C++ in pair working.
- Communicate with a tutor and the association
- Make analysis and modeling to design the software.
- Make documentation.

Physic Engine   **2017/2018**
Personal C++ software project, developed to model physical behavior in order to be used in future game projects.
- Understand physic laws.
- Design the best solution to model something with programming.
- Use Object-Oriented Programming and Unified Modeling Language

Graph Theory   **2017/2018**

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

- Understand graphs and algorithms.
- Create optimized programs.
- Transform a concept into a data structure.

Several Game Jams   **Since 2017**

Create a video game (in a team) in 24 or 48 hours, with a theme and constraints.
Many experiences: different people, different languages, different context,…

- Imagine and conceptualize a video game under constraints.
- Work fast and in hard conditions.
- Adaptation to a team and a programming language.

EDUCATION

- **ISIMA –** College of Engineering in Computer Science   **2018/2019**
  - Software Engineering & Information Systems
  - Modeling
  - Object-Oriented Programming
- **Prep'ISIMA –** Two-year course for direct entry into ISIMA   **2016/2018**
  - Computer Science basics
  - Mathematics
- **Baccalauréat Scientifique** – High School certificate   **2014/2016**
  - A-levels in Mathematics and Physics

EMPLOYMENT

Software Developer - Im@ge   https://www.imageisima.fr/
Clermont-Ferrand - 2019

A student work allowing to earn experience and remuneration. The objective was to
develop an application that enables you to visualize data, with different sorting
possibilities.

Operating Agent – Guéret Urban Community   https://www.agglo-grandgueret.fr/
Guéret – Summer 2017 and summer 2018

Work with multiple urban community agent to maintain bus services, replace all bus
panels for example.

HOBBIES & INTERESTS

- 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 create games, I often do Game-Jams

REFERENCES

References are available on request.