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gagoi : 

Jérémy Zangla : 

Personal Details

Organized and practical student, I am currently learning about software engineering at ISIMA. During my degree, I worked really hard in order to do my best despite the deadlines. I have worked on team projects academically and by myself to improve my abilities and my knowledge. Through my involvement in the student life, I created relationships with students from other disciplines and worked successfully with them in several personal projects. I am searching for a 5 months internship in a good work environment so that i will expand my abilities and learn new working method.

Experiences

- 2015 – Present **Family business (asparagus production), Les Martres-de-Veyre (63), France.**
- Organized work with several constraints (weather, staff availability, etc.).
 - Analyzed and fixed bottlenecks in the old processing method.
 - Researched how to optimize fertilizer's usage and accomplished better yield.
 - Sold the production at the market.
- 2018 – Present **Treasurer, Isibot (ISIMA's robotics club).**
- Established a quote of our projects and negotiated funding with the student organization.
 - Participated in class to help new members with the basics of robotics.

Education and Training

- 2018 – Present (2021) **Diplôme d'ingénieur en informatique, ISIMA, Clermont-Ferrand (63), France.**
Equivalent to Master's Degree in Engineering. Currently in second year with option F2: *Software Engineering & Information Systems*
- Built a sumo-bot as an academic project in pairs (2019) :
 - Designed and assembled the robot.
 - Defined a strategy in adequacy with our sensors and motors.
 - Made a report on the project and how to improve it.
- 2016 – 2018 **Prep'ISIMA, UCA & ISIMA, Clermont-Ferrand (63), France.**
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.
- Built a line following robot as an academic project in pairs (2018) :
 - Used a purchased base as a starter.
 - Developed and implemented the algorithm.
 - Achieved a functional robot with good performances.
- 2013 – 2016 **Baccalauréat Scientifique, Lycée Lafayette, Clermont-Ferrand (63), France.**
Equivalent to British A levels
- Developed a 2D Game library as an academic project in pairs (2016 - 2015) :
 - Learned how to create library in java.
 - Succeeded implement all the planned features and made a test game.

Skills and Qualifications













Languages

French	Native
English	Moderate
German	Basic

Computer Tools

- Git
- Word
- Excel
- PowerPoint
- Eclipse
- Visual Studio Code
- Android Studio
- Sublime Text
- Arduino IDE
- Mbed platform
- Catch2 framework
- Valgrind

Computer Science

-  Java (Expert)
-  C (Intermediate)
-  C++ (Intermediate)
-  Python (Novice)
-  LaTeX (Novice)
-  Kotlin (Novice)
-  Ocaml (Novice)
-  Scheme (Novice)
-  JavaScript (Novice)
-  HTML5 (Novice)
-  CSS3 (Novice)
-  SQLite (Intermediate)

Miscellaneous

- Participated in 6 game jams
 - Developed with a lot of technologies (Java, C++, C, JS, JSON).
 - Used a lot of software (Gimp, Eclipse, Visual Studio Code, Git, Sublime Text).
 - Worked as a team of 2, 3 or 5 members.
 - Participated in Global Game Jam in 2019.
- Worked on some personal games
- Jogging (twice a week)
- Hand'Tutorat
 - Academic help to disabled pupils in local secondary schools.
 - Met once a week with the main goal of improving results and making them pass their Baccalauréat.

References

References available upon request.