Alexandre Bruneau

Software engineer
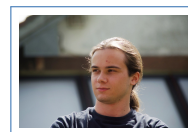
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Education

2011–2016	**Titre d'ingénieur**, *ECE Paris Ecole d'Ingénieur*, Studying engineering, Paris.
2015	**Summer School**, *Dublin Business School*, Studying marketing, Dublin.
2014	**English TOEIC**, *Scored 905*.

Skills

Mobile	Android, Java
Game	Unity3d, C#
Marketing	SWOT Analysis, PESTEL, Benchmarking, Business Model,Persona
Web	HTML5, CSS3, Javascript, Ruby and Ruby on Rails, Angularjs
Others	Git, Blender, LaTeX

Experiences

september 2016 - today	**Android and Unity3d software engineer at Actvt**, *Creating the Actvt Android application*, Android development, Creating Unity3d pluggin for game developer.
april 2016 - september 2016	**Android Trainee at Actvt**, *Creating the Actvt Android application*, Android development, Material Design.
october 2012 - april 2016	**Freelancing**, *Developing web/mobile apps*, Marketing study, Strategy consulting.
april 2015 - august 2015	**Trainee at Diveboard**, *Working on data consistency*, search indexing, clustering.
september 2014 - April 2014	**Scholar Project Learn'in Motion**, *Team leading*, Management and Plannification.
june 2014 - August 2014	**Trainee at Prizm**, *Developping Android application*, Working on Prizm Project.
june 2013 - August 2013	**Trainee at Nagra France**, *making automation script*, Continuous integration with Jenkins and Sonar.
may 2012 - september 2012	**Trainee at Clearkarma**, *Learning Ruby on rails*, modeling data-base.

Interests

FreeSoftware	Former President in student association iTeam.org
Sports	Marathon and trails, Climbing
Music	Drumms and harmonica player