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Git
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GuillaumeGomez
Software engineer

Programming
C/C++ ★★★★★
Java ★★★★★
Html5,Css3 ★★★★★
Javascript ★★★★★
Ruby ★★★★★
PHP ★★★★★
Android ★★★★★
Python ★★★★★

Languages
French ★★★★★
English ★★★★★

Hobbies
Sports
Music
Films
Video Games

Education

| 2012 - 2015 | **Master's Degree in Computer Engineering** | Université de Compiègne, France |

Main subjects: Multimedia Information Processing, Mobile Applications, Network Applications, Project Management, Virtual Reality.

| 2010 - 2012 | **2-year engineering diploma in Computer Science** | IUT d'arles, France |

Main subjects: Programming, Management, data processing, image processing, Webmapping.

| 2007 - 2010 | **French Baccalauréat** | Lycée Theodore Aubanel, Avignon, France |

French Scientific Baccalaureat.
Main subjects: Mathematics, Physics

Experience

| 08/15 - now | **Backend Engineer** | Applidget, Paris, France |

Add new features and maintain Mobicheckin : a cloud based management sofware for event managers coded in Ruby and ReactJs.

| 02/15 - 07/15 | **3D Software Programmer internship** | Masa Group, Paris, France |

Improve the 3D view coding in C++/OpengGL for a military simulator. The mission was to make it more user friendly and add new contents.

| 09/13 - 02/14 | **Software Programmer internship** | Multiposting, Paris, France |

Maintain different programs made of different Internet languages like PHP or Pyhton. Programs scrap client website in order to store their job offers and spread them on job-boards.

Other experiences

| 02/14 - now | **Android Application** |

Make an ergonomic interface to use faster frequent features like texting, calling, use apps.
Technologies: *Android, Java.*

| 06/14 - 08/14 | **Network application with NodeJS server** |

Make a cars video games.
Technologies: *NodeJS, Javascript, JQuery, HTML5/ CSS3.*

| 09/11 - 04/12 | **Webmapping - School Project** |

Conception and implementation of website and software for the regulation of the circulation
Technologies: *UML, OpenLayers, PostGIS, Qt, C++, PHP.*

| 2011 - now | **Personal Projects** |

- Image Processing - Video Games Programming
Technologies : *C++, Java, Javascript, HTML5, Ajax, QT.*