Address

96 rue de bagnolet, 75020, Paris, France

Guillaume Gomez

Software engineer

Tel & Skype

06 31 97 61 23 guillaume.gomez2

Mail

guillaume.gomez846@ gmail.com

Git

github.com/ guillaume-gomez

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**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

Programming



Experience

02/19 - now CTO Amuse, Paris, France

Create a new task manager with more configuration. Manage a team of 6 persons.

Technical Stack: Ruby on rails, ReactJs, Graphql, Typescript

11/17 - 02/19 **Backend Engineer**

Amuse, Paris, France

Maintain in internal task manager to track and control cartoon production flow in **Ruby** with **Ruby on rails** and **ReactJs**.

Languages

French ****
English ***

08/15 - 11/17 **Backend Engineer**

Applidget, Paris, France

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

Hobbies

Sports Music Films Video Games

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 **Python**. 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.