

## Address

1 rue Joseph Terneau,  
92000, Nanterre,  
France

## Tel & Skype

06 31 97 61 23  
guillaume.gomez2

## Mail

guillaume.gomez846@  
gmail.com

## Git

github.com/  
guillaume-gomez

## Programming

C/C++ ★★★★★  
Java ★★★★★  
HTML5, CSS3 ★★★★★  
JavaScript ★★★★★  
Ruby ★★★★★  
PHP ★★★★★  
Android ★★★★★  
Python ★★★★★

## Languages

French ★★★★★  
English ★★★★★

## Hobbies

Sports  
Music  
Films  
Video Games

# Guillaume Gomez

Software engineer

## 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 software 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++/OpenGL 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.*