Address

1 rue ioseph Terneau. 92000, Nanterre, France

Guillaume Gomez

Software engineer

Tel & Skype

06 31 97 61 23 guillaume.gomez2

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.

Mail

guillaume.gomez846@ gmail.com

2010 - 2012 **2-year engineering diploma in Computer Science**

Main subjects: Programming, Management, data processing, image pro-

cessing, Webmapping.

2007 - 2010 French Baccalauréat

Lycée Theodore Aubanel, Avignon, France

French Scientific Baccalaureat. Main subjects: Mathematics, Physics

github.com/ guillaume-gomez

Programming

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

Experience

08/15 - now **Backend Ingeneer**

Applidget, Paris, France

IUT d'arles, 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.

Languages

French *** English ★★★★

Other experiences

Sports Music Films Video Games 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.

Personal Projects 2011 - now

- Image Processing - Video Games Programming

Technologies: C++, Java, Javascript, HTML5, Ajax, QT.

Hobbies