



Jérémie Taboada

French developer from Paris



Work Experience

Teacher @ Ada Tech School

2022 >>

Teaching web development, team work and good practices.

UX/UI/DEV @ Celestory

2019 >>

Currently making **Voltapp**, previously worked on **Celestory Creator**

CTO @ Parallel Studio

2018 > 2019

Developed mobile apps and games (AI filters app, AR/VR Games, Interactif social map, etc.)

Teacher @ SupDeWeb

2019 > 2021

Taught Swift for iOS, React & React Native.

Teacher @ Creatix

2019

Taught game development using Unity to kids.

R&D @ GoPro

2016 > 2018

Worked on **Quik app** (iOS/Android). Worked on C++ Engine (3D, shaders, Machine learning).

Developer @ Stupeflix

2015 > 2016

C++, Python, OpenGL, Computer vision, multi-threading, Engine development

Teacher @ Epitech

2015 > 2016

Taught C/C++, evaluated students, created projects/exercises.

Teacher @ Etna School

2013

Taught C & PHP basics.

Education

AI Master @ Kent University

2015 > 2016

Learned about genetic algorithms, Machine learning, Parallel computing, 3d modeling and other stuffs

CS Master @ Epitech

2011 > 2016

C, C++, project management, algorithm, game development, app/web development

Skills

