JÉRÉMIE TABOADA
FRENCH DEVELOPER & DESIGNER

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WORK EXPERIENCE

TEACHER @ ADA TECH SCHOLL
2022 »

Teaching students code & team work best 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

MASTER @ EPITECH
2011 » 2016

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

SKILLS

Skill	Level	Skill	Level
Javascript	▰▰▰▰	Python	▰▰▰▰
React	▰▰▰	Blender	▰▰▰▱
OpenGL	▰▰▰	Photoshop	▰▰
Unity	▰▰▱	Unity	▰▰▰▰
C/C++	▰▰▱	Photography	▰▰▱
Figma	▰▰▰		
Typescript	▰▰▰▰		