Jérémie Taboada
French developer from Paris

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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

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