



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

Javascript



React



OpenGL



Unity



C/C++



Figma



Typescript



Python



Blender



Photoshop



Unity



Photography

