

Jérémie Taboada

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EDUCATION

Master of Computer Science (Artificial Intelligence) <i>Learned about genetic algorithms, Machine learning, Parallel computing, 3d modeling and other stuffs</i>	Kent University 2014 – 2015
Master of Computer Science <i>C, C++, project management, algorithm, game development, app/web development</i>	Epitech 2011 – 2016

EXPERIENCE

Les3Dev <i>Co-Founder</i> <ul style="list-style-type: none">Founded a small freelances collectiveDesigned & developed custom websites and native apps for startups and companies such as Decathlon and BNP	2024 – Present Paris, France
Code Passport <i>Co-Founder</i> <ul style="list-style-type: none">Design/developed an interactive code learning websiteWrote most of the learning material (exercises, guides, quizzes)Organized coding workshops	2023 – Present Paris, France
Ada Tech School <i>Web/mobile development teacher</i> <ul style="list-style-type: none">Teaching web and mobile development, team work and good practices.	2022 – Present Paris, France
Celestory <i>UX/UI/Developer</i> <ul style="list-style-type: none">Created Voltapp & Voltask, no-code tools to create apps and automationsWorked on Celestory, a no-code tool to create interactive serious games	2019 – 2023 Paris, France
Parallel Studio <i>CTO</i> <ul style="list-style-type: none">Developed mobile apps and games (AI filters app, AR/VR Games, Interactif social map, etc.)	2018 – 2019 Paris, France
SupDeWeb <i>Web/mobile development teacher</i> <ul style="list-style-type: none">Taught Swift for iOS, React & React Native.	2019 – 2021 Paris, France
GoPro <i>R&D, AI Engineer</i> <ul style="list-style-type: none">Worked on Quik app (iOS/Android). Worked on C++ Engine (3D, shaders, Machine learning).	2016 – 2018 Paris, France
Stupeflix <i>C++ & Python Developer</i> <ul style="list-style-type: none">C++, Python, OpenGL, Computer vision, multi- threading, Engine development	2015 – 2016 Paris, France
Kent University <i>Computer science teacher</i> <ul style="list-style-type: none">Taught courses to undergraduates such as algorithms, data, POO, etc.	2014 – 2015 Canterbury, England

SKILLS

Primary: React, OpenGL, Svelte, HTML/CSS, Typescript, Python, Figma, PostgreSQL, Go, Supabase, Docker, Algorithms
Secondary: C/C++, Godot, Unity, Swift, Unreal Kotlin, Blender, Photography, Photoshop

HOBBIES

Cooking & baking, climbing, theatre, reading, learning new stuffs.