Kevin Pruvost

Searching for a 4 months internship in IT development from April 1st to August 1st, 2021 for 4 months.

⚲ Nancy
☎ +33 6 88 05 40 78
✉ kevin.pruvost@epitech.eu
in linkedin.com/in/kevin-pruvost-3766a4178
○ kevinpruvost.github.io/portfolio/

SKILLS

- **Programming Languages :** C, C#, C++, Haskell, Bash, JavaScript, PHP, Python, HTML/CSS
- **Softwares/Libraries :** Vulkan, GLSL, Unity, Unreal Engine 4, Boost, Qt, MySQL, ReactJS, Git/Github/Gitlab, Linux, Windows, SFML, Paint.net
- **Mastered Technical Notions :** Multithreading, Memory Management, Algorithmics, Network, Code Architecture, Inheritance, UI/UX, Graphical Programming.
- **Soft Skills :** Team work, Communication, Adaptability, Observant, Open-minded.

WORK EXPERIENCE

Internship - Unity / C# Developer   2020/09 - 2021/01

Virtual Rangers, Luxembourg

- Development of a mobile game for an event/contest organized by professional client (a luxembourgish bank).
- Creation of an Augmented Reality application showing in 3D the menu of a restaurant.
- Conception of databases, web applications and a REST API in order to create an environment where applications from Virtual Rangers could interact and exchange informations with each other.

Internship - C++ Developer   2019/07 - 2019/12

Vivoka, Metz

- Development of a project template builder in a GUI, made with the Qt library, to give employees the ability to start new projects in a much faster way. The software has the abilities of importing every code they have from projects and submodules from the company's Gitlab, and it can also write some basic files (like .gitignore, README.MD, ...).
- Development of a TV program module and a linguistic translation module for a vocal assistant (Artifical Intelligence), so that it can translate sentences and get access to TV program informations.

EDUCATION

Masters in IT (Expert en Technologies de l'Information)   2018 - 2023

EPITECH, Nancy

Mathematics, Unix Systems, Shell, Multithreading, Functionnal Programming, AI, GUI, Dynamic Linking, Low-Level Programming, Graphical Programming (SFML, CSFML, OpenGL), Web & Mobile Development.

Currently in my 3rd year of studies. GPA : 3.2, GPA Major : 3.5.

High School Diploma in Sciences (Baccalauréat Scientifique)   2015 - 2018

Lycée Boutet de Monvel, Lunéville

Option : Computer & Digital Sciences (Informatique et Sciences du Numérique).

SELECTED PROJECTS

My portfolio and all of my projects are available on my Github.

- **R-Type :** Creation of a game engine in C++ using the ECS architecture (Entities Components Systems). And then, creation of a shoot'em up online game made with the same game engine. Network, Multithreading, separated loops, dynamic libraries and unit tests were implemented in the game engine.
- **Babel :** Online chat GUI software with vocal calls, text chat and friends system made in C++ (Qt, Boost). Network (TCP/UDP) and asynchronous programming were used in the making of this project.
- **VulkanTraining :** Training project using Vulkan & GLSL.
- **Création de jeux :** RPGs, Tower Defense, RTS, FPS, Hotline Miami-like & Platformer made with Unity, Unreal Engine 4, SDL, SFML, CSFML & Game Maker Studio.

LANGUAGES

- **Français :** Mother Tongue
- **English** : 895, TEPITECH Score (TOEIC equivalent)