

Mateo GUIDI

 [mateoguidi](#) |  [mateoguidi](#) |  [mateoguidi.fr](#) |  contact@mateoguidi.fr |  +33 7.68.84.99.32

SUMMARY

I have been a developer since I was 16 and now master several programming languages, allowing me to handle large-scale projects. I specialize in the world of video games, developing video games as well as projects around gaming and the web. Constantly keeping up with emerging technologies, I aspire to play my part in advancing the field of software development and contribute meaningfully to the evolution of technology.

WORK EXPERIENCE

Cordouan Technologies - *Apprenticeship*

Sep 2025 - Aug 2026

Worked as a Software developer for the Cordouan's software. Participated in the development of measurement instrument management software: developed both the front-end and back-end components, including the graphical user interface and the drivers used for instrument control.

University of Tsukuba - *Intership*

Apr 2025 - June 2025

Worked as an Internship student for the GDMC challenge. Developer specialized in procedural generation and artificial intelligence in the context of the Generative Design in Minecraft annual challenge.

ADPC – *Internship*

Dec 2019

- First paid work experience where I had the opportunity to develop my professional skills in a real-world environment.
- Internship focused on electronic engineering, including hands-on work with circuit design, component testing, and troubleshooting.

PROJECTS

GDMC

[Link to Project](#)

GDMC is a challenge centered on Minecraft settlements, using procedural generation.

Serpentini

[Link to Demo](#)

Serpentini is Snake Game made with Unity, coded in C#, with an arcade style.

MinecraftDle

[Link to Demo](#)

MinecraftDle is a website for clue games related to the Minecraft universe, using a [MEVN stack](#).

EDUCATION

2023 - 2026 Bachelor's Degree at **University of Bordeaux (IUT)**

2020 - 2023 High School Diploma at **Lycée Polyvalent de la Mer**

SKILLS

Technical Skills Unity, Unreal Engine, C#, C++, C, Java, Python, React, Git, Markdown, SQL..

Soft Skills Teamwork, Time management, Adaptability and flexibility, Creativity, Continuous learning, Resilience, Effective feedback reception, Attention to detail..