## COUTANT MATHIEU





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https://

#### **SKILLS**

#### **Computer science**

- C, C#, C++, Java, Python, JS/TS, HTML/CSS, Ruby, PHP
- · Data bases, MySQL
- · Unity, Blender
- Ruby on Rails, Symfony, Svelte, OpenGL
- Git
- Network

#### Office technology

- Windows and Linux
- · Microsoft Word, Excel
- · Teams, Skype, Discord

#### Soft Skills

- Adaptability, Teamwork, Critical thinking
- Project management

#### Health

· First aid certificate



**Driver's license** 

#### **LANGUAGES**

- French (native)
- English (advanced)
- German (intermediate)
- Japanese (beginner)

#### **INTERESTS**

- Cinema
- Drawing
- Philosophy
- Video games
- Board games

# As a final-year engineering student, I'm currently looking for a 6-month end-of-study internship in IT, starting from February 10, 2024.

#### **Education**

Engineer diploma in computer science, 2021-2024

Télécom Sudparis - Évry, 91

<u>Specialization "Video games and digital interactions"</u>: Development with Unity, Blender, rendering with OpenGL, Virtual Reality, Design, Artificial Intelligence, Mobile development

- MOOC "Project Management", 2021
- MOOC "Responsible Digital", 2022
- MOOC "ImpAct" on Occupational health and safety, 2022

**Summer School :** "Business Data Science with Python", *Summer 2023 Technische Universität - Berlin* 

### **Experience**

- 9 weeks internship at Kosmopolead Summer 2022
  - Creation of an API sending addresses requests to data bases using Ruby on Rails
  - Creation of an API sending and saving SMS using Ruby on Rails

#### **Educational experience:**

- 6 months project: inclusion of a generative AI in the scenario editor of a role-playing game
  - · Restriction of the AI to the game lore
  - Optimizing and integrating the AI into the pre-existing application
- Project analyzing the energy consumption of massive multiplayer games
  - Creation of a C script simulating the network traffic
- · Creation of a game in C++ using the SFML library
- Creation of a game in Java using the LibGDX library
- · Creation of a platformer game using Processing
- Project GATE "Laitquitable" (promotionnal project)

#### **Community experience:**

- Vice-president of a game creation club
  - o organisation of courses
  - participation to Game JAMs

#### Other:

 Volunteer in the SNEJ 2019 (International week for young cyclists in Europe)