

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.

## 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 (fluent)
- German (intermediate)
- Japanese (beginner)

## INTERESTS

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

# COUTANT MATHIEU



+33(0)7 68 64 41 14



mcoutant2003@gmail.com



<https://mathcoutant.github.io/en>

## Education

**Engineer diploma from Paris Polytechnic Institute, 2021-2024**

*Télécom Sudparis - Évry*

Specialization "Video games and digital interactions" : 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
  - organisation of courses
  - participation to Game JAMs

### Other :

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