

# Matthias Goffette

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Engineer student at *Télécom SudParis* Github : <https://github.com/matthias4217/>

## Education

- 2017–Present **Engineering school (Third year graduate student)**, *Télécom SudParis*, Évry, **JIN** (Video Games and Digital Interactions) Main courses in Java, C# (Unity), C++, project management.
- 2015–2017 **Classe préparatoire MPSI/MP\*** (Two-year undergraduate intensive course in maths, physics and computer science), *Lycée La Martinière Monplaisir*, Lyon.
- 2015 **Baccalaureate S-SI (Engineer Science) (equivalent to A levels)**, *Lycée Germaine Tillion*, Sain-Bel, Highest Honour.  
English european class (mathematics in english) and music option

## Experiences

- 2020 **Internship**, *Fremencorp*, Troyes.  
Web development in Django and AngularJS fr two projects: a learning platform and a meditation assistant for psychotherapy
- 2019 **Game Jam**, *Unijam*, Évry.  
Contemplative game developed in 48h in a team of four (two developers and two game designers), which won an award for best concept
- 2019 **Internship**, *MyMiniFactory*, London.  
Web development in PHP using Symfony, using the PayPal API
- 2018 **Internship**, *Projixi Europe*, Sèvres.  
Development of a chatbot in Python using Telegram API. Deepened my Python skills.

## Knowledge

### Computer

- Systems Linux (Debian, ArchLinux), Windows, Android
- Languages Java, C#, Python, Bash, Typescript, C++, Kotlin, PHP, C, HTML, CSS, SQL,  $\text{\LaTeX}$ , Caml
- Softwares git, vim, Unity, emacs, Eclipse, Android Studio, Visual Studio, Blender

### Languages

- French Mother language
- English C1, TOEIC 985, I have stayed several months in England and Ireland
- German B2, I have stayed several times in Germany and Austria

### Interests

- CELL Club de Création d'Expériences Ludiques et Libres, game creation club, in which I've been responsible for the web services and helped creating board games and escape games
- Music Departemental violin certificate, CRR of Lyon, highest honour
- Hobbies Free softwares, Hiking