

MATTHIEU SCHULZ

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EXPERIENCE

IOS Engineer

Destiners

June 2018 – Ongoing

Paris, France

- Developing software using Swift and Arduino
- Built IOS app and integrated a BLE Scanner
- Version Control using Git
- Tasks management using Trello

Fullstack Developer

Mansa

June 2020 – July 2020

London, United Kingdom

- Developing microservices using .NET Core Framework
- Developing and maintaining software using .NET Framework and SQL Server
- Developing and maintaining frontend using React.js
- Developing mobile apps using React Native
- Designing and coding database tables to store the application's data
- Working by Scrum framework
- Tracking issues and version control using Git and TFS

PROJECTS

Tetris auto-player

November 2019

London, United Kingdom

- I redesigned the classic retro Tetris game- changing its GUI and some of its gameplay- and wrote a Genetic Algorithm for an auto-player.
- Techs: PYTHON, ALGORITHMS

Bioreactor Control System UI

December 2019 - February 2020

London, United Kingdom

- Description – ETC is universal platform for payments
- Techs: C++, PYTHON, UI DESIGN, HARDWARE, TI MSP432 MICROCONTROLLER

CERTIFICATES

CS50

Harvard University - — Certified 2020

April 2020 – June 2020

Swift 5 and IOS 13 — Certified 2019

The App Brewery

June 2019– October 2019

EDUCATION

B.Sc. in Computer Science

UCL (University College London)

Sept 2019 – June 2022

SOFTSKILLS

- Learning Potential
- Team Work
- Organization
- Flexibility
- Professionalism
- Responsibility
- Multitasking
- Work Under Pressure
- Agile

PROFESSIONAL SKILLS

- SWIFT
- PYTHON
- JAVA
- Git
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STRENGTHS

- Development

C

JAVA

Haskell

Swift

Python

.NET Core

Algorithms

Data Structures

HTML 5; CSS 3; JavaScript

Git
- Software

Microsoft Office

Oracle

MatLab

Adobe XD
- Development Tools – IDE

Visual Studio

VS Code

IntelliJ

XCode

LANGUAGES

- English
- French
- German
- Spanish
- Mandarin
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OTHER INTERESTS

- Machine Learning; AI; UI; UX; WebDev; Software Engineering; Computer Security