

BERTRAND BOUSTANY

Software Developer

CAREER OBJECTIVE

Long Term, Visa Sponsored, Software Developer

FIELD

Mobile Application

Video Game

Web Development

ADDRESS

Seoul, South Korea

TELEPHONE

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EMAIL

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NATIONALITY

French

LANGUAGES

French (Native)

English (Full Professional Proficiency)

Korean (Beginner)

CURRENT VISA

Working Holiday (H-1)

AVAILABILITY

Starting June 2016

WEBSITE

bertrand.boustany.pro

Work Experience

POSITION

Software Developer & Project Manager at Luxury Culture Inc.

Luxury & Art Online Magazine

March 2015 - Present

Paris, France

TOOLS

Javascript (ES6), NodeJs (KeystoneJs), Gulp (Browserify, Babel Transpiler, Flow Typechecker), Github (Versioning, Wiki, Issues), Heroku.

DESCRIPTION

Full Stack development and management of the new version of the online magazine Luxury Culture. Web hosting administration through microservices and containers (Heroku, MongoLab).

This new version is currently in staging phase.

Back-up of the content of the previous version of Luxury Culture using CasperJs (web scraping / crawler scripting based on PhantomJs) to bypass the lack of access to the database.

This previous version is publicly available at luxuryculture.com

POSITION

Software Developer at Luxury Culture Inc.

Luxury & Art Online Magazine

March 2013 - August 2013

Paris, France

TOOLS

Javascript (ES5), JQuery, RaphaelJs, Google Maps API, Jade, Less, Github (Versioning), Google Docs.

DESCRIPTION

Fast iterative and incremental development of proof of concept and prototypes for the new version of Luxury Culture. Technical specifications writing (in english).

POSITION

Software Developer at iSope

Customer Strategy & Marketing Consulting

November 2011 - December 2011

Paris, France

TOOLS

PHP, MySQL, HTML, CSS, Javascript (ES5), Google Developers Charts.

DESCRIPTION

Real-time statistic tools development for public live presentations.

This solution let the public fill forms on their mobile phone during the presentation in order to create data that would be displayed directly on stage.

Education

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|---------------|---|---|
| SCHOOL | Epitech <i>Expert in Information Technology</i> Paris, France September 2014 - August 2015 GPA: 3.28 |  |
| COURSES | Project Management, Communication Skills Training, Business Management, Conferences | |
| DESCRIPTION | A one-year program centered around professional project management through the creation of an economically viable project. This program delivers France highest level degree (Level I, equivalent to master degree). | |
| MAJOR PROJECT | Friendly Quiz <i>Epitech Innovative Project (End-of-Master project)</i> iOS developement of a real time multiplayer trivia quiz application using Objective-C, Swift, Xcode, CocoaPods, Github (Versioning, Wiki, Issues), Google Documents (collaborative documentation). | |
| SCHOOL | Keimyung University <i>Game and Mobile Development</i> Daegu, South Korea September 2013 - August 2014 GPA: 3.99 |  |
| COURSES | Game Project (Processing, Java), 3D Modeling (3D Studio Max), 3D Game Developement (Unity), Smartphone Application (Cocos2d-x), Korean Language & Korean Culture | |
| DESCRIPTION | A one-year exchange program focused on the development of five games: a 2D shoot them up (Cocos2d-x), a physics based versus fighting (Unity), a musical scrolling avoider (Java/Processing), a 2D platformer (Cocos2d-x), and a 3D platformer (Unity). | |
| MAJOR PROJECT | WildCat Attack <i>Second Semester Final Project</i> Project management and developement of a physics based versus fighting game using Unity, C# and 3D Studio Max. PastaVoid <i>First Semester Final Project</i> Project management and developement of a rythm based musical scrolling avoider using Java, Processing and JSON for level scripting. | |
| SCHOOL | Epitech <i>Bachelor of Computer Science</i> Paris, France Septembre 2010 - August 2013 GPA: 3.26 (Class rank: 35 of 696), TOEIC: 895 |  |
| COURSES | Programming (Unix, bash, C), Graphics Programming (XLib, SDL, OpenGL), Object Oriented Programming (C++, Java, C#, UML), Mathematics (Python), Graphical User Interface Programming (.Net, Qt). | |
| DESCRIPTION | A three-year program filled with practical team projects such as: a raytracer (C, XLib), a shell (C), an assembly language parser (C), a memory allocation library (C), a raycasting game (C, XLib), a 3D Bomberman game (C++, OpenGL), an Object Relational Mapper (Java), a Media Library Manager (C#, .Net), a 2D Platformer game (C, SDL) | |
| MAJOR PROJECT | TetriClimber <i>End-of-Bachelor Project</i> Project Management and developement of a Tetris inspired puzzle game on Microsoft PixelSense table using C#, XNA and Surface SDK. This project was supervised by Epitech's Game Development Laboratory. | |