SAMUEL OLIVIER

SOFTWARE ENGINEER

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Profile

I am a 22 years old software engineer and a computer graphics enthusiast. I am mainly interested in everything with a physical and a graphical rendering and interactions (3D, 2D, robotics etc.).

Technical skills

Software	Computer Graphics	Techniques
C	OpenGL 3.3 / GLSL / WebGL	Algorithm & Data structure
C++ 11	3D / 2D Real time rendering	Design patterns
Qt / Boost	Pathtracing	Network programming
Windows / Linux	Computer animation	Parallel programming (OpenCL)

Web	Tools	Other languages
PHP / Java (Play framework)	Versioning (Git / svn)	Python
HTML / CSS / Javascript	CMake / Make	OCaml / Scala
Bootstrap / JQuery / THREE.js	Shell	GO

Experience

Epitech, Montpellier
Educational head assistant
2014/2015 - 12 months

- Creation of educational content (projects, lessons) to increase the student programming skills
- Managing up to 9 teaching assistants in a educational and professional way

Schlumberger
C++/Qt Developer
2013 - 6 months

- Creation of an intuitive editor which simplifies interpretation of fluid analysis in C++ with Qt
- Continuous integration, unit testing, bug reporting, Scrum agile methodology

Sud Est Distribution (SED)
Web Developer
2012/2013 - 5 months

- Rewriting of a commercial website for professionals using Coldfusion, HTML5, CSS3, JQuery / Ajax
- Coworking with a designer, developers and end-users

Feeltune
C++ / Web Developer
2011 - 6 months

- Creation of features in C++ using Qt for a computer-like product meant for professional musicians
- Redesigning of a website based on Joomla

Education

Master of Information Technology - GPA 3.92
Epitech, Paris Graduate School of Digital Innovation (France) - Expected 2015

University of California, San Diego - GPA 4.0
2014 Winter and Spring quarters - Raytracing, 3D Animation, Data Structure, Algorithm

High School Diploma in Sciences

French: Native Language
English: Fluent (TOEFL: **87** - TOEIC: **930**)