SAMUEL OLIVIER

DEVELOPER

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Linked in

Profile

Fifth year student, I'm a dynamic developer fascinated by everything that is close to the computer sciences.

General skills

Design I like my projects to be well-designed and scalable in order to fulfill the needs.

Realization

Ability to quickly code clearly, properly, being understood by other developers

Teamwork

I adapt quickly to different teams, to their way of working and to the general atmosphere.

Technical skills

C/C++	Domains	Other
OpenGL (shaders)	Raytracing (physically based)	Design Patterns
Qt	3D Real time rendering	Python / Ocaml / Cold Fusion
OpenCL	Algorithms	Web (PHP, CSS, JS, AJAX)
Object Paradigm	Network	Git / Mercurial / Svn
C++ 11	3D modeling (notion)	Java / Scala / Play Framework

Experience

Schlumberger

Applicative Developer

May 2013 - October 2013

As a full member of a team developing an international dimension project, my mission was to develop from beginning to end an intuitive editor which simplifies the interpretation of fluid analysis, the whole included in their application.

Sud Est Distribution (SED)

October 2012 - April 2013

Web Developer

I rewrote a commercial website for professionals, working with a designer, developers and users. The goal was, using recent technologies (HTML5, CSS3...), to create an intuitive website for the customers.

Feeltune

Applicative / Web Developer

July 2011 - December 2011

I developed applications for a products meant for professional musicians using advanced concepts of the Qt library (Design Patterns, Xml, Thread, OpenGl, Network...). A second part was the 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, Algorithms

High School Diploma in Sciences

English Toeic — **930**

Toefl - 87

French: Native Language