SAMUEL OLIVIER
D E V E L O P E R

Contact

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Profile

Third year student, I'm a dynamic developer, focused on teamwork but above all, fascinated by everything that is close to computer science.

General skills

Design

I think about the project before coding in order to structure it in a manner appropriate to 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++	*Web*	*Others*
Qt (Ui, Threads, Xml, Network)	PHP / HTML	Python / Java / Pascal / Asm
SFML / SDL / LibX	CSS / Bootstrap	Qt Designer/Creator/Linguist
OpenGL	Javascript / JQuery	Microsoft Visual Studio
Object Paradigm	MySql	Git / Mercurial / Svn
Design Patterns	Cold Fusion	Project Management tools
C++ 11, Boost	Joomla	Windows / Linux

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)
Web Developer

October 2012 - April 2013

I rewrote a commercial website for professionals, working with a designer, developers and users. The goal was, using recent technologies (HTML5, CSS3...), to make the website compatible with mobile platforms.

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

High School Diploma in Sciences

English | Toeic — **930**
| Toefl — **87**

French: Native Language

Main Projects

NaoCar
Group : 4 developers

Third year

NaoCar is a project whose goal is to make the humanoid robot "Nao" drive a child car autonomously.
In addition to the very interesting technical part, NaoCar had some success in the world of robotics
especially through presentations at various public shows.

Raytracer
Group : 5 developers

First year

The Raytracer is a project carried out during my first year in college. The goal was to generate a
photorealistic image from a scene graph, based on the ray tracing technique. This project has allowed
me to participate fully in the development of a raytracer that has many advanced features.

Bomberman
Group : 6 developers

Second year

This project was developed in C++ during my second year in college. The goal was to create a 3D
game based on the Bomberman game. For my part, I focused on the development of the gameplay,
the 3D display (game and map editor), the artificial intelligence (in Python), the animations
(explosions, shifting) and the network communication (network game).

Babel
Group : 4 developers

Third year

Babel is a network project which allows to make audio calls from one computer to another one. For
this C++ cross-platform project, we used the Boost library and the Qt framework. Amongst others
things, I focused on developing a plugin architecture allowing to easily extend the functionality of the
project.

ORM Java
Group : 2 developers

Third year

The ORM I developed during my third year of study was a good introduction to the Java language,
leading me to implement a fairly advanced ORM feature and thus learn to use different paradigms of
object-oriented programming and characteristics of the Java language.

Ftp
Group : Alone

Second year

During my second year in college, I developed an FTP client and an FTP server using the C language.
Both programs were compliant with RFC FTP, allowing to communicate with existing FTP clients and
servers. It is the management of low-level network architecture that most interested me in this project.