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Tools and IT-Languages

- Programmation : C/C++, Unity/C#, Java.
- Web languages : XML/DTD/XSLT, HTML/CSS, PHP, Javascript.
- Web Technologies : jQuery, Symfony, Bootstrap, Node.js.
- Systems : GNU/Linux (Debian-like), Windows, Apple.
- Analyze : UML, Merise.
- Office : MS-Office, LibreOffice, L^AT_EX.
- DBMS : Oracle, MySQL, Access, NoSQL (MongoDB).
- Version managers : git, svn.
- Scripts : Applescript, Visual Basic, bash, batch.

Experience

- | | |
|------------------------------------|---|
| 2012
(6 months) | MANZALAB , Paris.
Game Programmer Trainee.
Script creation and integration for many projects with Unity (for many plateforms : iOS, PC, smartphones, pads (Apple and Android)). |
| 2012
(3 months) | MYOSTEOPATHE , Paris.
Web Developer.
Website creation which can be integrally modified with it's administration panel online. |
| 2010 and 2011
(2 months) | SOCIÉTÉ GÉNÉRALE, Paris.
Summer job. |

Education

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| 2012 – 2014 | ISART DIGITAL, Game Programming, Paris.
Entered directly in Third-year.
Video-Game Tools (Physics, IA, Maths, Algo, Network, Sound).
Creating Video-game in team with other students from ISART (game designers, game artists, music and sound designers). |
| 2012 | DUT INFORMATIQUE, IUT d'Orsay .
Programmed with the langages i've seen before.
Learn analyzing methods.
System/Network/Computer architecture. |
| 2010 | BACCALAURÉAT S-SI SPÉCIALITÉ MATHÉMATIQUES (A-LEVELS).
Self-taught many IT-langages such as C, C++ and web languages. |

Languages

- English : good knowledge.
- German : novice.

Interests

- "[Le site du zéro](#)" active member, a developer website.
- Created mini-projects, participated in many competitions.
- Football et Video-games.