Sylvain LAFON
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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, LaTeX.
· 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 Developper.
Website creation which can be integrally modified with it's administration panel online.

2010 and 2011
(2 months)
SOCIÉTÉ GÉNÉRALE, Paris.
Summer job.

Education

2012 − 2014
ISART DIGITAL, Game Programming, Paris.
Entered directly in Third-year.
Video-Game Tools (Physics, IA, Maths, Algo, Network, Sound).
Creating a video-game in team with other students from ISART (game designers, game artists, music and sound designers).

2012
DUT INFORMATIQUE, IUT d'Orsay.
Programming with the langages i've seen before.
Learning 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

· Active member at "le site du zéro", a developper website.
· Creating mini-projects, participating in many competitions.
· Football et Video-games.