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## Tools and IT-Languages

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- 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<sup>A</sup>T<sub>E</sub>X.
- DBMS : Oracle, MySQL, Access, NoSQL (MongoDB).
- Version managers : git, svn.
- Scripts : Applescript, Visual Basic, bash, batch.

## Experience

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

## Education

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

## Languages

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- English : good knowledge.
- German : novice.

## Interests

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