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Tools and IT-Languages

· Programming: C/C++, Unity3D/C#, Java, Unreal Engine, Anarchy
· 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), MS-SQL
· Version managers: git, svn
· Scripts: Applescript, Visual Basic, bash, batch

Experience

2013 (1 year)	MANZALAB, Paris Game Programmer CMU Sphinx integration in Unity3D, HUD Engine for Unity3D, HACP Integration with Unity3D
2012 (6 months)	MANZALAB, Paris Game Programmer Trainee Script creation and integration for many projects with Unity (for many platforms : iOS, PC, smartphones, pads (Apple and Android))
2012 (3 months)	MYOSTEOPATHE, Paris Web Developer Website creation entirely customisable online

Education

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

Languages

· English: good knowledge (TOEIC L&R : 880)
· German: novice

Interests

· Programming mini-projects, participating in many competitions
· Football and Videogames