Anthony Guillier Linked in GitHub

Major in Computer Science 2 Impasse de la Robertsau 67800 Hœnheim, FRANCE

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Engineer assistant internship (14 to 20 weeks). Available from July 2016 to December 2016

Create and developed software (mobile / web)

Education

2012—Graduating in June 2017

Master of Science in Computer Science, Electronic Engineering, Mechanical Engineering

Brest Engineering School, Brest, France

Computer Science:

- Procedural Programming
- Object-Oriented Programming
- Object-Modeling Technique: Class Diagrams, Use Case Diagrams, State Diagrams
- Interactive Applications Development

Computing Team Projects:

- Developed source code for 2 Player Snake Game (Python)
 - Procedural programming project
- Developed entire source code for Student App (Java, Android Studio/Eclipse)
 - Object-oriented programming project
 - Grades manager, Connect student to student's website, Timetable manager
 - o XML used as local data storage

Electronic Engineering:

- VHDL
- Networks & Communications system (TCP/IP, HTTP)
- CAN bus
- Embedded OS

Mechanical Engineering:

Mechanical Systems Modeling

2011-2012

High School Diploma in Engineers Sciences, with honors

March Bloch, Bischheim, France

Work experience

June—August 2015

Sin City Hostel, Las Vegas

Staff Member, Helped and entertained guests, share cultures and languages

January 2014

BEI Sensors, Strasbourg

Intern, Developed an electronic board testing position encoder

Professional & Computer skills

French, mother tongue English, conversational

TOEIC: 920/990

Java, C/C++, Python, Android, Eclipse, Qt, UML, PostgreSQL Web: JavaScript, HTML/CSS, Polymer, Vert.X, InteliJ Version Control System (O GitHub)

Community involvement & Miscellaneous

Treasurer , School Cafeteria

Originator and Treasurer, School Photography Club (Club Focus)

Playing the Guitar (11 years), Synthesizer and Computer-Assisted Music, Cubase, Logic Pro X