

# Computer Engineering Student

Mathis Roubille

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## PERSONAL STATEMENT

As a second-year student at the ISIMA Computer Engineering School, I am passionate about discovering and exploring the vast horizons of computer science. My academic journey has been marked by captivating projects, where I have been able to develop my technical skills while learning the importance of problem-solving and creativity. My [portfolio](#) reflects my commitment through these achievements. I am eager to apply this knowledge in a professional environment, where I can contribute modestly but effectively to innovative projects while continuing to learn and grow as a computer engineer.

## EDUCATION

2022 - Present	<b>Clermont Auvergne INP ISIMA Engineering School</b> Expected Graduation : September 2025 Relevant Courses : Java, .NET/C#, C, C++, Simulation, Database
2023	<b>TOEIC B2</b> The TOEIC test is an English exam that assesses English proficiency in a professional context.
2020 - 2022	<b>Preparatory Cycle - ISIMA</b> Highly selective preparatory school for ISIMA
2020	<b>Scientific Baccalaureate</b> Lycée Albert Londres, Vichy

## PROFESSIONAL EXPERIENCE

2024	<b>Internship at UiT The Arctic University of Norway, Narvik</b> Development of a chatbot for the Master's in Industrial Engineering, aiming to automate responses to frequently asked questions and reduce human workload. I worked on needs analysis, design, web integration, and efficiency simulation.  <b>Skills :</b> Needs analysis, Chatbot development (GPT-3.5), Simulation (AnyLogic).
2021 - 2023	<b>Vichy Racecourse - Track Worker</b> Seasonal work for 3 years.
2023	<b>Tutor for Math and Computer Science Students</b> Guiding first-year Math and Computer Science students.

## SKILLS

<b>Programming Languages :</b>  ★★★★★ Python, C ★★★★☆ Java, C++, Processing, Scheme ★★★★☆ HTML, CSS, LaTeX ★★★★☆ C#, SQL ★★★☆☆ JavaScript	<b>Languages :</b>  <b>French :</b> Native <b>English :</b> Fluent <b>Japanese :</b> Basic Knowledge <b>Spanish :</b> Basic Knowledge
<b>Others :</b>  <b>Blender :</b> Intermediate <b>Docker :</b> Beginner <b>GitHub/GitLab :</b> Intermediate <b>Visual Studio Code :</b> Advanced <b>Visual Studio :</b> Intermediate <b>AnyLogic :</b> Intermediate	

# SOME PROJECTS

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## SPACE TRAVELER 2023

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### Objectives

Collaborative development of an interactive arcade game with AI learning capabilities, combining the concept of the Traveling Salesman Problem with space navigation through planets, asteroid fields, and black holes.

### Tools

- C
- SDL2
- GitLab
- Multithreading

## PIZZLE BUBBLE 2022

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### Objectives

Local multiplayer game inspired by Puzzle Bubble. Working within a dedicated team, we managed to create the game in two months. Pizzle Bubble offered a dynamic gaming experience, accommodating 1 to 3 players, and included an AI bot for solo play.

### Tools

- Python
- Paint.net
- GitLab

## POKÉMON CARD IN AR 2022

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### Objectives

Creation of an augmented reality integration project using Processing (Java-based language) for Pokémon cards. This project displays a 3D model of the Pokémon on its card. Moreover, it is designed to be easily extensible, as new cards can be added by simply adding a folder containing the necessary information without altering the code.

### Tools

- Processing
- Blender

## INTEGRATION DAY WEBSITE

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### Objectives

An interactive website for the Prep'ISIMA Integration Day using QR codes hidden around the campus for a fun exploration. It offers puzzles and games to present the campus in an entertaining way, fostering a sense of community among new students.

### Tools

- HTML/CSS
- JavaScript
- GitHub

## INTERESTS

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**Programming :** I enjoy working on personal coding projects in my spare time, exploring different programming languages and technologies to enhance my skills.

**Sports :** Climbing is my main sport, and I have recently started ice skating, enjoying the challenges it brings.

**Drawing :** I find calm and creativity in drawing, experimenting with different styles and techniques to express my imagination.

**Minecraft Map Creator :** Collaborating with friends, I create complex Minecraft maps, which are some of my biggest projects.