Computer Engineering Student

Mathis Roubille

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PERSONAL STATEMENT

As a third-year student at the ISIMA School of Computer Engineering, I am passionate about discovering and exploring the vast horizons of computer science. What I enjoy most about this field is solving technical challenges and exploring various possibilities to find the optimal solution. My academic journey has been marked by captivating projects, where I have been able to develop my technical skills and refine my creativity in problem-solving. My portfolio reflects this commitment. I am eager to apply this knowledge in a stimulating professional environment, where I can contribute effectively to innovative projects while continuing to grow as a computer engineer.

EDUCATION

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

PROFESSIONAL EXPERIENCE

2025	**Internship at Michelin, Clermont-Ferrand** Built a Grafana status page for middleware monitoring. Developed Python and k6 scripts to collect metrics via OpenTelemetry. **Skills:** Grafana, Python, JavaScript, k6, OpenTelemetry.
2024	**Internship at UiT Arctic University of Norway, Narvik** Created a GPT-3.5 chatbot for Master's applicants. Internship report accepted at the IEEM international conference (2024). **Skills:** Chatbot development, GPT-3.5, AnyLogic, Python.
2023	**Tutor for Math and Computer Science Students** Guiding first-year Math and Computer Science students.

SKILLS

Programming Languages :

★★★★★	Python, C/C++
★★★★☆	Java, Processing, LaTeX
★★★★☆	HTML, CSS
★★★☆☆	C#, SQL
★★☆☆☆	JavaScript

Languages :

French : Native
English : Fluent
Japanese : Basic Knowledge
Spanish : Basic Knowledge

Others :

Blender : Intermediate
Docker : Beginner
GitHub/GitLab : Intermediate
Visual Studio Code : Advanced
Visual Studio : Intermediate
AnyLogic : Intermediate

Some Projects

Space Traveler 2023

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

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

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

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

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.