Yannick
LOUSSOUARN

Phone : +33 6 45 98 03 79

Email : y3lousso@gmail.com

Web-Portfolio :
http://yannickloussouarn.ddns.net/

Looking for: 6-months internship as Software Engineer

WORK HISTORY

February 2017 – July 2017 • Thales Systèmes Aéroportés • Unity Developer (C#)
- Engineer assistant internship (5 months)
- Design and develop an application for learning technical process with virtual reality.

June 2016 – August 2016 • Glanleam House• Polyvalent Worker
- 3 months immersion in Ireland to improve my English-speaking skills.
- Diverse jobs: from landscaper to receptionist.

EDUCATION

2017 - 2018 • MS Computer Science • Université du Québec à Chicoutimi (UQAC)
- Specialized in Video Games.

2013 - 2018 • Generalist Engineer • Ecole Nationale d'Ingénieurs de Brest (ENIB)
- Specialized in Informatics, Electronics and Mechatronics.

2010 - 2013 • HSD of science • Lycée Yves Thépot
- Specialized in Mathematics.

SKILLS

Software
Visual Studio, Eclipse, Unity, SourceTree, MS Azure, Trello, MS Project, Unreal Engine 4, Blender, etc

Domain
OOP, AOP, Architectural/Design patterns, SQL Server, Entity Framework, IA, VR, Git, Web, etc

Language
 C# (.NET), ASP.NET Core MVC Razor, C++, C, Ajax, Java, JS, HTML, CSS, Python, Blueprint, etc

PROJECTS

7 Personal Projects - *Web-Portfolio*
- Creation of my website hosted on my raspberry pi. (currently updating to ASP.NET Core MVC 2.0)
- Many games using Unity and Unreal Engine. (C# and C++)

7 School Projects - *Web-Portfolio*
- 2D Game Engine (C#.NET)
- Ecol'EAU: connected app to monitor your water consumption. (C++)