
Education

- 2017-2019 **Master's degree in Game Programming**, *Rubika, Valenciennes, France.*
- 2016-2017 **Master's degree in Intelligent Systems and Communication**, *University of Cergy Pontoise.*
- 2016 **Bachelor's degree in Computer Sciences**, *University of Cergy Pontoise, France.*
- 2014 **BAFA certificate holder (French youth work diploma).**
- Jun 2013 **A Level in Science**, *Lycée de l'Hautil, France.*

Experience

- 2019-Today **Artificial Intelligence Developer**, *KyloTonn, Paris, France.*
AI developer on **Test Drive Unlimited Solar Crown** with **KyloTonn internal engine (C++)**
 - Creation of **Hong Kong Island-wide** traffic AI behaviors (Spawn, density, take account of players and traffic obstructions, signalisation rules, network synchronization, etc...)
 - Creation of **tools** for designers to give them control of wanted AI behaviors in game (road network, automation rules, real time visualisation, traffic statistics, etc...)
- 2018-2019 **Game as part of my 2nd year's Master's degree**, *Rubika, Valenciennes, France.*
Developer on Bubble Gum!, an arcade game for the **Nintendo Switch** where we play a high school student making tricks with her BMX in a city inspired by 90's. The game was developed with **Unity** by 6 students.
- June - September 2018 **First year's Internship of Master's degree**, *BBlack Studio, Montpellier, France.*
Participation in the creation of a multiplayer arena game focus with **Unreal Engine 4**.
 - Research and development on an AI** that should simulate a player behavior.
 - Creation of administration module of a game server in **NodeJS**
- 2017-2018 **Projects as part of my 1st year's Master's degree**, *Rubika, Valenciennes, France.*
 - Harpooneers : Engine & AI developer** on Twin Stick shooter/Boss rush with **Unity**.
 - Evening** : Developer on a game with **Unity** based on daily sessions.
- May - August 2016 **Third year's Internship of Bachelor's degree**, *Partnering 3.0, Cergy Pontoise, France.*
Study of hardware and software system of decentralised wireless network for **Robot Diya One**
- 2015-2016 **Projects as part of my 3rd year's Bachelor's degree**, *University of Cergy Pontoise, France.*
 - Project of **procedural generation of creatures** and **learning** of survival in unknown environment in **C++** with the use of a **neural network** for learning management
 - Development of a "Minecraft-like" network game in **multi-clients server** in **C**

Skills

Specialisation

Langages **C/C++, C#, Java, Python, D**
Game Engines **Unity 3D, Unreal Engine 4**
AI **Neural network, Genetic algorithm**
Outils **Git, SVN**

Langages

French Native language

General computing

Linux Ubuntu, Debian, Fedora
Web XHTML/CSS, PHP, NodeJS
Database MySQL, PostgreSQL
Embedded computing Arduino, Raspberry
Others Discord bots and tools

English Working Proficiency

Others

- Association **Founder and President** of Hazybot Association for three participations in the **French Robotic Championship** between 2015 and 2017 as a representative of the University of Cergy Pontoise
Set up workshop to introduce robotics to students
- LAN Party Organisation of five **LAN Party** from 40 to 120 players on the University of Cergy Pontoise campus
- Global Game Jam Participation in **Global Game Jam** in 2017, 2018 and 2019
- Animation **Activity leader** in summer camp on the theme of drone with *Objectifs Sciences* association between 2013 and 2017