

Jérémy AUCLAIR

JOB OBJECTIVE

I am a young developer eager to contribute to computer science and video game development during an internship. I am a passionate worker and will be able to work quickly and efficiently. I can quickly train to new libraries, frameworks, languages and so on. So I will be able to adapt to a high workflow within a few days. I know how to take initiatives, and can work with or without a leader or a team. I will bring my energy to a company.

PERSONAL DATA

 Jul. 4, 2002

 jeremy.auclair@etu.univ-smb.fr

TECHNICAL SKILLS

- Application development

C++

C#

Java

- Web development

HTML

CSS

JavaScript

PHP

- Database management

MySQL

PostgreSQL

Oracle SQL

- Languages

French (native)

English

REFERENCES

- **Stephanie Bouchon**
English Teacher
IUT - Annecy
stephanie.bouchon@univ-smb.fr
- **Nathalie Gruson**
Programming Teacher
IUT - Annecy
nathalie.gruson@univ-smb.fr

EXPERIENCES

May 2021 - June 2022

- **Building a video game for Mr. Paul Lhamy, using Unity.**
 - Coding movements algorithms, building the network structure of the multiplayer mode, building scenes using Unity Editor, integrating Steam features.

Since May 2021

- **Odin (the Students Union Office of the IT department of the IUT Annecy), Treasurer**
 - Accounting, managing supplies, organizing events, communicating with commercial partners, taking clients orders, guiding younger students.

EDUCATION

- **2022** - DUT informatique (2-year university diploma in computer science)
IUT Annecy - Annecy-le-Vieux, France
- **2020** - French Baccalaureate S-SI (High School diploma specialized in science and computer engineering) with high honors
Charles-Poncet High School - Cluses, France

PERSONAL SKILLS

I manage my time well and can concentrate on multiple projects at one. I am self-directed and able to take initiative. I like when things go fast, I can work quickly and efficiently.

INTERESTS

I like to play video games. Big video games, like MMORPG or popular survival games. But also indie games because they often try something different, they find risky mechanics and go with them, for better or for worse. Or retro games, such as Atari 2600 ones, because from limitation emerge creativity. Another part of video games I like is making them, I made a lot of small games in high school, including some for game jams, small events where you have a limited time to create a game answering constraints (a given theme, limitations etc.)