CORANTIN H

Master of Engineering in Computer Science

CONTACT

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📍 FRANCE

🌐 https://corantin.me

SKILLS

technologies

Java	C#	C
Javascript	CSS	
HTML5	PHP	
ReactJS	Kotlin	
SQL	MongoDB	
Wordpress	TS	
Python	NodeJS	
OpenGL	C++	
Git	Firebase	
Markdown	Svelte	

programs

Libreoffice	Figma
Adobe XD	Photoshop
Unity	Unreal Engine

LANGUAGES

🇬🇧 English *B2*

EXPERIENCES

Unity developer internship

Roamer Games (remote work)   2023 | *6 months*

Developing features related to **Civ Royale**, the main game of Roamer Games made with **Unity 3D**.
Writing **C#** scripts using concepts such as **dependency injection** or communication through **signals**, creating multiple **user interfaces**, implementing the interactive tutorial for new players.
Permanent communication with all of the team members.
Fixing issues of the game.

Javascript developer internship

*Opinaka / **Montpellier (remote work)***   2021 | *2 months*

Developing an interactive medical web application and medical *web-components* for viewing and selecting symptoms (made with **Svelte** and **Firebase**).

Web developer internship

*Troisetplus agency / **Strasbourg***   2019 | *7 weeks*

Developing bespoke responsive websites (mainly **Wordpress** themes) autonomously, transferring websites, maintenance of websites, training and giving tips to an employee.

EDUCATION

Master of Engineering in Computer Science

*Illkirch / **University of Strasbourg***   2021 – 2023

Graduated from a Master of Engineering degree in Computer Science (Image, Virtual Reality, Interactions and Games track) with high honors.

Computer Science degree

*UFR Math Info / **University of Strasbourg***   2018 – 2021

Obtained the Bachelor's Computer Science degree of the Master of Engineering in Computer Science (Image, Virtual Reality, Interactions and Games track).

French baccalaureate with computer science option

*Heinrich-Nessel Highschool / **Haguenau***   2015 – 2018

French scientific baccalaureate with computer science option, with high honors.

PROJETS ET TRAVAUX

– APIs with **NodeJS**: mainly **REST API**s
– Websites using **PHP**, **HTML**, **CSS** and **JavaScript**
– Game servers hosting on **Debian systems**
– Personal web applications using **React.js**
– "Plugins" for a game (written in **Java**)
– Video games made with **Unity**: 3D FPS, 3D Multiplayer Car Game (https://wreckingbrawl.tk)
– Contributing to a 2D open-source game written in **C++**: DDRaceNetwork (https://ddnet.org)
– Troisetplus and Francesolar websites (customized **Wordpress** themes) : https://troisetplus.fr, https://france-solar.fr (made during an internship)

INTERESTS

Computer Science • Programming • Music • Video games • Art