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GRAPHICS DEVELOPER

Hello, I'm an inventive, methodical developer with a passion
for IT. I'm keen to explore all kinds of technologies, and look forward to working
with you. :)

SKILLS

HARD SKILLS :

- Languages: C, C++, js, PHP, CSS, HTML
- Technologies: Node.js, Docker, Git, Gitaction, Wordpress, Nginx, MariaDB, Nest.js, Svelte, WebSocket, Express, npm, react

SOFT SKILLS :

- learning ability and autonomy
- attention to details, patience
- adaptability and problem-solving
- receiving feedback

DEVELOPER EXPERIENCE

bitbucket.org/hugogogo

GRAPHIC DESIGN :

- 'CUBE 3D', first-person game using raycasting for 3d and textures, and the keyboard for movement (c, trigonometrie, inputs)
- 'FDF', spatial modelling of contour lines from maps with keyboard control (c, trigonometrie, inputs)

ALGORITHMY :

- 'PHILOSOPHERS', resource management programme with the "philosophers' dinner" problem (c, thread, mutex, concurent programming)
- 'PUSHSWAP', sorting algorithms with two stacks and limited movement at the ends of the stacks (c)

EDUCATIONS

INFORMATIQUE :

- 42 school, Paris, 2021-2023
- SIMPLON, full-stack js, 2018

ARCHITECTURE :

- Master 1 architecture, 2008-2014
- Internships: Houston (USA), Paris

PERSONAL

VOLONTEER WORK :

- Popularisation and research into testicular contraception, 2021-2024
- Co-management of volunteers in a refugee camp, UTOPIA 56, 2016
- Food distribution, MIGRANTS-WILSON & SECOURS POPULAIRE, 2020-2022

INTERESTS :

- Bicycle
- Magic tricks
- Knots
- Mathematics et physics
- Politic