

## Personal statement

Since my last college year, my studies and professional career are aimed at the computer science and the digital. Thanks to all these years, I managed to consolidate and complete my existing knowledge in this area. Curious and creative by nature, I succeeded in developing myself and build a wider expertise. I learnt with the projects and studies I went through how to properly design and code, providing me the ability to make greater projects.

## Personal details

21 years old

### Address

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63000 Clermont-Ferrand  
FRANCE

### Contact

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## Key skills

### Development

- Code

HTML, CSS, PHP, JavaScript  
C#, C++, C, Visual Basic  
Java, Python

- Others

Symfony  
Qt, OpenGL  
Git

### Operating systems

Windows, Linux, Mac OS

### Softwares

- Audiovisual

Adobe Premiere, After Effects

- Graphism

Adobe Photoshop, InDesign  
PhotoFiltre Studio X

- Microsoft Office

Word, Excel, Powerpoint

### Languages

- French (native speaker)
- English (advanced, mock TOEIC : 945/990)
- Spanish (basic knowledge)

## Work experience

### > Ubisoft

#ubi #nadeo #shootmania #videogame #gamedesign #fullstack #hired

Fixed-term contract

Continuation of the Internship.

2016 Paris, France

ubi.com

### > Ubisoft

#ubi #nadeo #shootmania #videogame #gamedesign #fullstack #internship

End of IUT Internship

Design and development of a multiplayer campaign prototype, using a built-in game language and framework. The goal was to refresh an existing game mode, by reorganizing the code, updating the game experience and the whole engine.

2016 Paris, France

ubi.com

## 📖 Education

### > ISIMA - Diplôme d'Ingénieur en Informatique

(Institut Supérieur d'Informatique, de Modélisation et de leurs Applications)

(Graduate) College of Engineering in Computer Science, Modelling and Applications, delivering a diploma equivalent to a Master's Degree in Engineering.

Filière Génie logiciel (software engineering option)

2016 - 19 Clermont-Fd, France  
isima.fr

### > IUT de Valence - Diplôme Universitaire de Technologie en Informatique

(Institut Universitaire de Technologie)

Two-year higher diploma course in technology, including a ten-week work placement.

Option apprentissage théorique (theoretical option)

2014 - 16 Valence, France  
iut-valence.fr

### > Lycée Barthélémy de Laffemas - Baccalauréat Scientifique

Equivalent to A levels.

Option Informatique et Sciences du Numérique (option Computer and Digital Science)

2014 Valence, France

## 📁 Projects

### > WorldXGen

#c++ #qt #opengl #mountains #map #generator #randomness #matrix #euler

Design and development of a mountain peaks 3D map generator. A map is generated follow-

ing simple algorithms, then displayed in three dimensions on a window. The user can then chose to filter this generated map using multiple convolution matrices, or place a water drop and see where this latter goes (Euler algorithm).

Technologies used : C++, Qt, OpenGL, Git

2017 ISIMA, France  
gonicolasjullien.fr/WorldXGen

### > CAP Intranet

#php #html #css #symfony #web #intranet #application #charitable

Design and development of a web application used to manage clothes sales for a charitable

organization. The application's goal was to allow people to fulfill forms with the clothes they wanted to sell, and allow the organization members to get all this data to properly organize the sale.

Technologies : PHP, HTML, CSS, Symfony, Git

2015 - 16 IUT de Valence, France

## ♥ Interests and hobbies

Student body council, as communication assistant manager

Hiking, biking, running

Music creation, short films editing

Video games, Theatre