

Personal statement

Since college, my studies and professional career have been aimed at computer science and digital, with a certain interest for video games. All these years rich of experiences managed to consolidate my existing knowledge in this area. Curious and creative by nature, I succeeded in developing myself and building a wider expertise. Thanks to the projects and studies I accomplished, I learnt how to properly think, design, code and collaborate, providing me the ability to make greater projects.

Personal details

23 years old

Address

3 impasse de l'Église
75015 Paris
FRANCE

Contact

+33 (0)7 86 12 71 08
nicolas.jullien.nj@gmail.com

Key skills

Development

- Code

C++, C, C#, Java, OpenGL

- Web

HTML5, CSS3, PHP7, JavaScript

- Others

Symfony, Yii, Node.js

Git, GitLab

Operating systems

Windows, Linux, Mac OS

Softwares

- Programming

Visual Studio, IntelliJ, VS Code, ...

- Audiovisual

Adobe Premiere, After Effects

- Graphism

Adobe Photoshop, InDesign

- Microsoft Office

Word, Excel, Powerpoint

Languages

- French (native speaker)
- English (advanced, TOEIC : 930)
- Spanish (basic knowledge)

Work experience

> Ubisoft-Nadeo

#ubi #nadeo #trackmania #shootmania #videogame #gamedesign

3rd year internship for ISIMA

Design and development of systems, game modes and user interfaces for the studio's various projects.

2019 Paris, France

ubi.com

> Wee-Jack

#weejack #web #solidarity #crowdfunding #startup #php

2nd year internship for ISIMA

Enhancing and creating functionalities for a website dedicated to international solidarity.

2018 Clermont-Fd, France

wee-jack.com

🕒 Work experience (cont.)

> Ubisoft

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

Fixed-term contract

Continuation of the Intership.

2016 Paris, France
ubi.com

> Ubisoft

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

End of IUT Intership

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

> TMOne

#trackmania #community #game #indie #maniascript

Design and development of the engine, systems and user interfaces of the TrackMania One community games, in a small team of talented creators.

Technologies used : ManiaScript, Git, GitLab

2017 - 19 UNBITN
unbitn.com

> WorldXGen

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

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

📖 Interests and hobbies

Hiking, biking, running

Music creation, photography

Video games, technologies, space and sciences in general

Former member in various student associations, mainly as communication manager