



Matthias Goffette

Engineer from Télécom Sud-Paris

Specialized in Video Games and Digital Interactions

 22 years old


 1 Traverse de Rochefort
69210 Lentilly

 +33 6 33 48 98 07

 <https://matthias4217.github.io/>


 matthias.goffette@laposte.net


Liens externes

 Github: matthias4217


 LinkedIn


Compétences

 Unity (C#)


 Python (Django, Flask)

 Shell scripts (Bash)

 Angular (TypeScript)

 Android (Kotlin)

 Java

 C and C++


 HTML/CSS


 SQL


 L^AT_EX

 git Git

Langues

 French ● ● ● ● ●

 English (TOEIC 985) ● ● ● ● ●

 German ● ● ● ● ●

Education

2017/09 – 2020/09 **Engineering school (Bac+5)** Télécom SudParis, Évry
JIN (Video games and Digital Interactions) Courses in Java, C# (Unity), C++, Human and Social Sciences

2015–2017 **Classe préparatoire** Lycée La Martinière Monplaisir, Lyon
MPSI/MP*
Mathematics, physics and computer science

2015 **Baccalauréat (A-level) S-SI (Science for the Engineer)**
With highest honour, English european class and music option

Experiences

2020/03 – 2020/09 **Internship** Fremencorp, Troyes
Web development: Django and AngularJS on two project, one being a learning platform and the other a meditation assistant for a therapeutic usage

2019/09 – 2020/02 **End of school project** Télécom SudParis, Évry
Roguelike 3D with a procedurally-generated 3D terrain, with an adaptation of the difficulty on the player's behaviour

2019-11 **Game Jam** Unijam, Évry
Contemplative game developed in 48h in a team of two developers and two game designers. The game won the Euréka price for best concept

2019/06 – 2019/09 **Internship** MyMiniFactory, Londres
Development of a 3D-models selling platform in PHP with Symfony, using PayPal API
Work in a 100% anglophone development team

2018/06 – 2018/07 **Internship** Projixi Europe, Sèvres
Developed a Python chatbot using Telegram API

Interests

Technology Linux (Debian, Archlinux) and Free and Open-Source Software

Games Club CELL (Game creation club) – I have been responsible for maintaining web services and I have assisted boardgame and escape games creation. I have also taken part in several game jams.

Music Departmental violin certificate, CRR of Lyon, with highest honors

Hobbies Hiking