

BERTRAND BOUSTANY

Software Developer

CAREER OBJECTIVE

Long Term, Visa Sponsored, Software Developer

FIELD

Mobile Application
Video Game
Web Development

ADDRESS

Seoul, South Korea

TELEPHONE

+82 10-XXXX-5774

EMAIL

bertrand@boustany.pro

NATIONALITY

French

LANGUAGES

French (Native)
English (Full Professional Proficiency)
Korean (Beginner)

CURRENT VISA

Working Holiday (H-1)

AVAILABILITY

Starting June 2016

WEBSITE

bertrand.boustany.pro

Work Experience

POSITION

Software Developer & Project Manager at Luxury Culture Inc.
Luxury & Art Online Magazine
March 2015 - May 2016
Paris, France

TOOLS

Javascript (ES6), NodeJs (KeystoneJs), Gulp (Browserify, Babel Transpiler, Flow Typechecker), Github (Versioning, Wiki, Issues), Heroku.

DESCRIPTION

Full Stack development and management of the new version of the online magazine Luxury Culture. Web hosting administration through microservices and containers (Heroku, MongoLab).
This new version is currently in staging phase.

Web scraping of the content of the previous version of Luxury Culture using CasperJs (web crawler scripting based on PhantomJs) to bypass the lack of access to the database.
This previous version is publicly available at luxuryculture.com

POSITION

Software Developer at Luxury Culture Inc.
Luxury & Art Online Magazine
March 2013 - August 2013
Paris, France

TOOLS

Javascript (ES5), JQuery, RaphaelJs, Google Maps API, Jade, Less, Github (Versioning), Google Docs.

DESCRIPTION

Fast iterative and incremental development of proof of concept and prototypes for the new version of Luxury Culture. Technical specifications writing (in english).

POSITION

Software Developer at iSope
Customer Strategy & Marketing Consulting
November 2011 - December 2011
Paris, France

TOOLS

PHP, MySQL, HTML, CSS, Javascript (ES5), Google Developers Charts.


DESCRIPTION

Statistic tools development for public live presentations.
This solution let the public fill forms on their mobile phone during the presentation in order to create data that would be displayed directly on stage.

Education

SCHOOL	Epitech <i>Expert in Information Technology</i> Paris, France September 2014 - August 2015 GPA: 3.28	
COURSES	Project Management, Communication Skills Training, Business Management, Conferences	
DESCRIPTION	A one-year program centered around professional project management through the creation of an economically viable project. This program delivers France highest level degree (Level I, equivalent to master degree).	
MAJOR PROJECT	Friendly Quiz <i>Epitech Innovative Project (End-of-Master project)</i> iOS development of a real time multiplayer trivia quiz application using Objective-C, Swift, Xcode, CocoaPods, Github (Versioning, Wiki, Issues), Google Documents (collaborative documentation).	

SCHOOL	Keimyung University <i>Game and Mobile Development</i> Daegu, South Korea September 2013 - August 2014 GPA: 3.99	
COURSES	Game Project (Processing, Java), 3D Modeling (3D Studio Max), 3D Game Development (Unity), Smartphone Application (Cocos2d-x), Korean Language & Korean Culture	
DESCRIPTION	A one-year exchange program focused on the development of five games: a 2D shoot them up (Cocos2d-x), a physics based versus fighting (Unity), a musical scrolling avoider (Processing, Java), a 2D platformer (Cocos2d-x), and a 3D platformer (Unity).	
MAJOR PROJECT	WildCat Attack <i>Second Semester Final Project</i> Project management and development of a physics based versus fighting game using Unity, C# and 3D Studio Max. PastaVoid <i>First Semester Final Project</i> Project management and development of a rhythm based musical scrolling avoider using Java, Processing and JSON for level scripting.	

SCHOOL	Epitech <i>Bachelor of Computer Science</i> Paris, France Septembre 2010 - August 2013 GPA: 3.26 (Class rank: 35 of 696), TOEIC: 895	
COURSES	Programming (Unix, bash, C), Graphics Programming (XLib, SDL, OpenGL), Object Oriented Programming (C++, Java, C#, UML), Mathematics (Python), Graphical User Interface Programming (.Net, Qt).	
DESCRIPTION	A three-year program filled with practical team projects such as: a raytracer (C, XLib), a shell (C), an assembly language parser (C), a memory allocation library (C), a raycasting game (C, XLib), a 3D Bomberman game (C++, OpenGL), an Object Relational Mapper (Java), a Media Library Manager (C#, .Net), a 2D Platformer game (C, SDL).	
MAJOR PROJECT	TetriClimber <i>End-of-Bachelor Project</i> Project Management and development of a Tetris inspired puzzle game on Microsoft PixelSense table using C#, XNA and Surface SDK. This project was supervised by Epitech's Game Development Laboratory.	
