

YOANN POTINET

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Education

Master of Computer Sciences, Video Games Specialization 2019 – 2021

Université du Québec à Chicoutimi, Chicoutimi, Canada

French Engineering School, IT Specialization 2016 – 2021

Hautes Etudes d'Ingénieur, Lille, France

Preparatory Class to the French Engineering Schools 2014 – 2016

CPGE Implantée Hautes Etudes d'Ingénieur, Lille, France

Highschool scientific diploma 2011 – 2014

LICP, Tourcoing, France

- With high honors

Professional experience

Software developer September 2019 – Now

Bluemanoid, Roubaix, France (Remote working)

- Server management with Docker and Ansible
- Creating a web application with PHP/Laravel
- SQL database design
- Integrating a web API in a Unity project

3D Developer (Internship) May 2019 – August 2019

Bluemanoid, Roubaix, France

- Optimization of a 3D supermarket viewer with Unity
- Developed an OpenFoodFacts mirror in JavaScript to support batch queries.
- Development of a texture converter with Python and Crunch.

Backend / 3D Developer (Internship) January 2018 – August 2018

3DDUO, Roubaix, France

- Development of three web applications with Python and Django for serious games.
- Creation of a serious game with Unity with a medical lumbar belt connected via Bluetooth as well as an backend API to persist user data.

Skills

Languages

French : Native speaker

English : Certified B2

Diploma Cambridge English B2 First (2017)

Technical skills

Game engines

- Unreal Engine 4
- Unity

Programming languages

- C++
- C#
- Python
- Java

Programming tools

- CLion
- Visual Studio Code
- Visual Studio
- Conan
- Git
- Perforce
- Docker

Operating systems

- Windows 10
- GNU/Linux

Interests

President and co-founder of the student association HEI Game Studio

2018 – 2019

References

My references are available upon request.