

Christian CHAUX – Software / Game Developer

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Competences

Software:

C#, WPF, Avalonia
C++, Qt

Frameworks:

ASP.NET, Entity Framework

Web:

JavaScript, TypeScript, Electron
PHP, Twig
CSS, Bulma

Engine:

Unity3D, Unreal Engine, Godot

Mobile:

Kotlin, Android Studio

Versioning / Tests:

Git, GitHub (CI/CD)
MSTest

Office Automation:

MS Excel, VBA

Projects

[Sanara](#) – Discord bot

Multipurpose bot made for the VoIP software Discord, 1500 servers in March 2023

[Euphonia](#) – Music Website

Website to host and play your music
Frontend in PHP/Twig, using Bulma for CSS
Backend in C# with ASP.Net

[Amiko](#) – Chat Software

Chat software made in JavaScript with Electron
Backend in C# with ASP.Net, using Sqlite as a database with Entity Framework

[Gamejams](#) – Creating a videogame in 48/72 hours (66 entries)

[Graphy's Crypt](#) (Online, Unity3D), 3D puzzle game, 48 hours, Unity3D, ranked 5 out of 67

[Don't Waste Your Time](#) (Online, GD Studio), Exploration game based on time travel, 168 hours, ranked 9 out of 42

[anomaly.exe](#) (Online, Unity3D), Local PVP shooting game, 58.5 hours, ranked 19 out of 84

[R.R.R.](#) (Tokyo, Japan, Unity3D), Local co-op arcade game, 48 hours

Experiences

June 2024 - November 2024: [K-process](#) – Permanent Contract – Remote

Updating of an old software to Avalonia in C#

June 2023 - October 2023: [MADIC Industries](#) – Permanent Contract – Baillargues (34)

Creation of a software in on WPF in C# and SQLWindows to make the connection between two protocols

Sept. 2021 - April 2023: [BionomeeX](#) - Permanent Contract, Montpellier (34)

Design and development of a desktop application in C# with Avalonia to support scientific discoveries
Optimization and UX design to display huge amount (up to 500GB) of data on screen

Sept. 2020 – Feb. 2021: [Commandement of Maintenance of French Ground Force](#) – Study Contract, Jouy-En-Josas (78)

Automatization of internal process within Excel using VBA and Power Query M

Jan. 2019 – Apr. 2019: [MASA Group S.A.](#) – Internship – Paris (75)

Implementation of a back-end in Golang based on a C++ one, generated from an Ecore model

Studies

2016 – 2021: [EPITECH](#) - European Institute of Technology, Kremlin-Bicêtre (94), France

Pedagogy by project, learning about C, C++ and C#

Worked as a pedagogic teacher for previous years students during my 2nd and 3rd year

Responsible of the virtual reality section of “PoC” during my 2nd year, association aiming to promote innovative projects

Responsible for professional relationships at Epitanime during my 2nd and 3rd year, association aiming to promote Japanese culture

September 2019 – December 2019: [Keimyung University](#), Keimyung, South Korea

“Game and Mobile” specialty, courses on Unity3D and Maya

Languages

French: Native Language

English: Professional Competences

Japanese: Notions, Self-Learning

Hobbies

Video Games (4X, Hero Shooters, TRPG), JPOP, Board Games (Riichi Mahjong, social strategy board games)