

# Christian Chaux

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## Education

### SEPTEMBER – DECEMBER 2019 | KEIMYUNG UNIVERSITY – DAEGU, SOUTH KOREA

- Major “Games and Mobile”, lessons on video game creation with Unity3D and 3D modeling with Maya

### JANUARY – APRIL 2019 | STAGE | MASA GROUP – 75 PARIS

- Simulator for Emergency Preparedness: Implementation of an alternative server in Golang, generated from an Ecore model (with Java)

### 140 HOURS | HEC | FORMATION DIGITAL TRANSFORMATION FORMATION – 78 JOUY-EN-JOSAS

- Identification of possible digital evolution for the company LEGRAND (electrical infrastructures), feasibility study of different solutions considered and presentation of a final report to the direction

### 70 HOURS | TEACHING AND COACHING FORMATION – 75 PARIS

- Techniques of supervision and teaching for a student population

### 2016 - 2021 | EPITECH: PARIS GRADUATES SCHOOL OF DIGITAL INNOVATION – 75 PARIS

- 4<sup>th</sup> year student
- Pedagogical assistant (Astek) during my 2<sup>nd</sup> and 3<sup>rd</sup> year
- Responsible for the AR/VR/MR pole at PoC during my 2<sup>nd</sup> year, association aiming to promote innovating projects
- Responsible for professional relations at Epitanime, during my 3<sup>rd</sup> year, association aiming to promote of the Japanese culture

### 2015-2016 | BAC SSI ISN | HIGHSCHOOL OF L'ESSOURIAU – 91 LES ULIS

## Informatic and Linguistic Competencies

**SOFTWARE DEVELOPMENT** : C, C++, C#, Python, Golang, Java

**WEB DEVELOPMENT** : HTML, PHP, JavaScript

**GAME ENGINE** : Unity3D, Unreal Engine

**LIBRAIRIES** : Qt, Processing, SFML, CSFML

**SOFTWARES** : Git, GitHub, Maya

**FRENCH: Native language**

**ENGLISH: Fluent** – CECRL level C1

**JAPANESE: Basics** – Self-learning

## Realisations

Since 28<sup>th</sup> June 2017: Creation of a **multipurpose Discord bot**

[Bot made in C# for the Discord VoIP software, currently in more than 300 servers](#)

Since July 2016: Help to the French translation of the **Chrome extension KC3 改**

[Chrome extension for the browser game Kantai Collection](#)

9<sup>th</sup> January 2018 – 31<sup>st</sup> January 2020: Participation at **12 gamejams**

[Realisation of a video game in 48 or 72h](#)

28<sup>th</sup> March 2017: Participation at the programming contest **The Battle Dev**

[Participation in C++, 33 / 2306 at the contest](#)

November 2016: Participation at the programming contest **The Student Battle Dev**

[511 / 2030 at the contest \(60 / 211 between C++ participants\)](#)