

Thomas Foucault

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About me

Programming Languages: Java, Python, C#, JavaScript, C, Swift, SQL, HTML/CSS, C++
Development Tools: Unity 3D, Unix/Linux, Windows, Git, React Native, AngularJS
Languages: Native French Speaker, Fluent in English
Interests: User Experience, Virtual Reality, Digital Art, Gamification

Experience

CodinGame

Full Stack Developer, Intern

Montpellier, France

April 2018 – August 2018

- Added technical and rendering features for the company's Game Engine in Java and JavaScript. Wrote its full documentation.
- Worked on games' gameplay and graphics for businesses and a 1 million users community.
- Developed a web service's new UI with AngularJS. Enabled their website's game upload service to handle new features and maintain security using Java and PostgreSQL.

Freelance Developer

Proposing mobile and desktop software solutions.

Remote

July 2017 – Present

Technology Everywhere

Mobile Developer, Intern

Laval, France

April 2017 – June 2017

- Designed and made an iOS Chatbot application in Swift for booking coworking rooms.
- Developed an Android application in Java to provide transport, restaurant and janitorial services using various external APIs.

Tutoring

Gave remedial lectures to help university students.

Laval, France

February 2016 – February 2017

Projects & Hackathons

Tarkiflettes

President, Co-founder

France

September 2015 – August 2018

Co-founded a student association bringing students together to participate in programming contests. We organized 1 hackathon and participated in 8 others.

Nuit de l'Info (Night of Informatics)

1st prizes from Microsoft, SoftAtHome and CS

Laval, France

December 2015 – 2016 – 2017

One-night themed hackathon based on challenges proposed by companies.

Published Games

Unity/C# Programmer

<https://thfoucault.itch.io>

January 2017 – Present

- *Elison*: Beat them'all using 2D and 3D assets. Worked on game controls, FX, sound ambiance and assets integration.
- *Antisocial Exhibitor 2017*: Tower defense. Mainly worked on level design, pathfinding and gameplay.
- *Flower*: Real-time strategy game. Worked on procedural generation, gameplay, user interface and bots AI.

Education

Tampere University of Technology

Master's Degree, Data Engineering and Machine Learning

Tampere, Finland

2018 – 2020

Université de Rennes 1 – GPA: 3.6/4, Rank: 3/109

Bachelor's Degree, Computer Science

Rennes, France

2017 – 2018

Le Mans Université

Two-year university degree, Computer Science

Laval, France

2015 – 2017