

Luc Castelain

 : luc.castelain@icloud.com
 : (+33)6 74 53 34 34
 : luccastelain.github.io
 : France
 : 25 years old

My skills and interests

-  **programming** : C, C++, C#, python, java, javascript, HTML, CSS, NodeJs, AngularJS, MySQL, GDScript...
-  Procedural programming and development method. Object oriented programming. **Machine learning** and **data analysis** libraries for python, such as **TensorFlow**, **Scikit-learn**, **Pandas**, etc...
-  Video-games, computer science, sport, music, drawing and many more...

Education

From September 2016 to May 2022	Engineering degree ENIB - Brest National School of Engineering , Plouzané, France Preparatory classes integrated into engineering curriculum. Engineering classes since January 2019.
From January 2020 to June 2020	Erasmus semester University Of Stavanger , Stavanger, Norway I joined an Erasmus semester in Norway where I studied Data Mining and Machine Learning. I also took a Web Programming course.
From September 2014 to June 2016	High School Diploma Junior High-School Jacques Monod , St-Jean-de-Braye, France option : computer and numeric sciences. With honours.

Work experiences

From June 2023 to July 2024	Freelance developper Luc Castelain , Brest, France I gave myself 1 year to work as a freelance developer for my self-employed company. I have designed and published several games as well as made many prototypes. I did the pre-production work: game design documents, description of the "minimum viable product" and creation of UML diagrams. I then programmed the games using Godot game engine. GDScript, Godot, UML, Github, OOP, Xcode
From April 2022 to June 2023	Full-stack associate software engineer Genesys , Brest, France I worked as an associate software engineer full-stack developing Genesys' products. Genesys is a company that offers cloud solutions to various partners, for agents and customers managements. Node JS, javascript and APIs, AngularJS, ReactJS, HTML and APIs, CSS, GitHub

Assets

References available upon request :

- Christrine Lisetti, FIU, Miami.
- Pascal Pineau, Dosisoft, Paris.

Team worker : I worked in small team design for school projects. Also worked in team during internships and jobs.

I also participated to Global Game Jams 2020 and 2022 in which I worked in team with 3 friends to make a video-game in 48 hours.

Assets

Adaptable and polyvalent

Autonomous and hardworking

Reliable

Languages

French mother-tongue

English B2-level, speak and write fluently. TOEIC score : 955/990.

Travels

Many visited countries :

France, Spain, Portugal, Italy, Hungary, Czech Republic, Croatia, Greece, Great Britain, USA, Taiwan, Japan...

Lived 6 months in Norway

• Internships

From September 2021 to March 2022

6 months programming internship
[Genesys](#), Brest, France

I created a web application from scratch.
It allowed QA team to access their own scripts and fill Root Cause Analysis in cases of failed status.
The app displayed many information in different tabs. It was the starting point
to get every automated tests from QA, all at the same place.
Node JS, javascript and APIs, JQuery, HTML and APIs, CSS, GitHub

From September 2020 to December 2020

4 months programming internship
[Affective Social Computing Laboratory at Florida International University \(FIU\)](#)
Centre Européen de Réalité Virtuelle (CERV), Brest, France

I worked on an interactive simulation system created to help early career teachers learn effective classroom management skills.
Debug and optimization of a new software used to create and edit scenarios for this system.
I also worked on Unity to make a scene working on VR Devices.
C++, C#, UML, SVN (versionning tool)

From June 2019 to August 2019

3 months technician internship
[Dosisoft](#), Paris, France

I improved and upgraded a tool that can edit and lay out medical reports in the medical software 'Planet Onco Dose'. Planet Onco Dose is a medical imaging software for cancer diseases.
C++, Qt

Personal projects

- **multiple games** with **Unity3D** (3D and 2D games). Some of them created during Game Jams in team with 3 friends.
- **two games** with **Godot Engine**, an open source game engine. One of the game was published on IOS and the other one is still in development with its Steam page created.
- many **game prototypes** and apps which taught me a lot. Those prototypes were made with SDL2 and C++, Swift, Java, Unity3D, Godot, etc...
- An Android app which display local breweries to encourage local uptake.