Junior Developper

Cosmo REMY

email: **pro@iamcosmo.com** phone: **(+33) 7 81 02 41 44** recommendations: **iamcosmo.com/reco**

Professional experience:

Ottertech: Unity C#/.Net, XR and Web Developper

June 2022 - May 2023 · Developpement of Virtual and augmented reality projects, web applications and Unity product-agnostic tools. Using Unity engine, C#/.Net, C++, Vue.js, Firebase. Aiming for Virtual reality headset or Android and IOS smartphones. Around Agile methodology, documentation redaction, code review and more.

Hotelo hotels

June - October 2022 (week-ends) · Customer reception, reservations and breakfast service handling.



Education:

Bellecour école (Lyon, France)

September 2020 - June 2023 · video game programming Bachelor Learning C, C++, C#, video game engines, algorithms, programming design patterns and workflow with different group projects.

La Capsule (Paris, France)

January - March 2020 · coding bootcamp Learning full-stack web development. Javascript, Node.js, Express.js, React (and native), EJS, and more. Group project: making a web app using Stripe API, a MongoDB database and more.

École 42 (Paris, France)

August 2019 • "La piscine" An intensive month of shell and C programming which represents the school's admission tests.

École des Gobelins (Paris, France)

June 2019 • Professional graphic design high school diploma (work/study contract) Graphic production at «Gobelins, l'école de l'image» and part time job at the french Anime/Manga magazine «Animeland». Page layout, design and motion design.



About me:

Passionate and ambitious are two adjectives that characterize me. I always want to go further and keep on learning. Becoming qualified and skilled is my main objective. **Fluent in french and english**, my adaptability will enable me to evolve with rigor and determination.