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PROFILE

- Familiar with Windows, Unix / Linux operating systems
- Knowledge of C#, C/C++, ASP.NET, MC++, notions of assembly language.
- Microsoft Visual Studio .NET, Source Safe, Borland C++.
- APIs : DirectX, Managed DirectX, Win32, MFC, RenderWare 3.x
- Mobile development PocketPC/Smartphone (.NET Compact Framework)
- Database : MS-SQL, MySQL, Oracle
- Graphics : 3D Studio Max 5-7, Photoshop, Paint Shop Pro
- Debugging : IDA

EMPLOYMENT

04/2005 - 06/2005 - Galago, Paris (75), France

AVCast - Development of a client-server application with planning capabilities, used for video content broadcasting (commercials, video clips...).

- Currently in use in store chains and night clubs
- Creation .NET components (Planning components)
- User interface
- .NET 2.0 / C# / Visual Studio .NET 2005

06/2003 - 11/2004 - SkyRecon Systems, Paris (75), France

Participation in the creation of the company SkyRecon Systems through the creation of the management part of the StormShield solution. (Personal computer protection against viruses and malicious code)

- Responsible of the whole development of the administration console from network transmissions to user interface.
- Creation of a complete set of custom visual controls (lists, tab controls ...)
- .NET / C# / Visual Studio .NET 2003

12/2002 – 02/2006 (Part Time) - Epitech, Le Kremlin Bicêtre (94), France

Teacher Assistant - C/Unix, Graphic Programming

2001 - 2002 - Metravib RDS, Limonest (69), France

- School project, development of the network part (IPv4/IPv6/Multicast) of a remote data acquisition library (C++)
- Training course, development of a component capable of drawing graph layouts. (C++)

01/1999 - 03/2001 - FlightWorld, Geneva, Switzerland

Development of commercial 3D Scenery for Flight Simulator 2000 :

- Polynesia 2000 (3000 copies over the net and in stores in Europe)
- Development of tools used during the creation of the project.

PERSONAL PROJECTS

May 2004 – Current : Flight Simulator Project

Development of a civilian Flight Simulator

- Managed DirectX, C#, Visual Studio .NET 2003
- Flight Dynamics using ODE physics library
- Development of Pixel and Vertex Shaders (Bloom, Sky Rendering, Fog)
- Own 3D Object modeling (aircrafts, scenery) with 3DS Max 6 and export with tweaked build of IGameExport
- Air Traffic Control

	<p>- Weather (Rain, Turbulences, Wind ...)</p> <p>- Website : http://msdn.labtech.epitech.net/Blogs/matt/</p> <p>March 2002 – July 2002</p> <p>Member of Extensive Studio demo group. (2 people)</p> <p>- Created the code part of a 3D Demo</p> <p>- Ranked 1st at VIP demo party in July 2002</p> <p>- http://www.pouet.net/prod.php?which=6856</p> <p>- C++ / DirectX 8 / Visual Studio .NET 2002</p>
EDUCATION	
	<p>2002 – Current (until 02/2006) : EPITECH – Paris, France (+5 Years degree in Computer Science)</p> <ul style="list-style-type: none"> - March 2005 : MCP - .NET Development : 70-316, Developing Windows-based Applications with Microsoft Visual C# .NET - March 2004 : IFIP : 4 Year degree equivalence (<i>French : Diplome de Chef de Projet en Informatique</i>) <p>2000 - 2002 : Brevet de Technicien Supérieur (Bachelor's degree) in computer science at O.R.T. <i>Lyon, France</i></p> <p>1999 - 2000 : High School diploma (major in electronics)- Rillieux (69), France</p>
MISC	
	<ul style="list-style-type: none"> • Languages : French (native speaker) English (Fluent - Toeic : 900/1000) • Autodidact and fast learner • Owner of a valid Private Pilot License (SEP). • Development of several 3D engines (C++, C#, DirectX) • Civilian flight simulation enthusiast (Flight Simulator Series) • Website : http://matt-online.homeip.net • Blog : http://msdn.labtech.epitech.net/blogs/matt/