

MATHIEU RAKOTOMAMONJY

Looking for a job as VFX Artist

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Yvelines (France, 78)
Driving licence
French nationality
04/03/1996

English Intermediate level (B2)
French (native speaker)

Portfolio :
<https://mathieu-rakoto.com>



Professional experiences

August 2021 - October 2022 :

Tools Developer, on assignment - **Edvance** | Montrouge (France, 92)

Development and /or update for several internal tools for Edvance. Use of C#, Python, Javascript, HTML, CSS , BASH, SQL and PostgreSQL. Use of the Scrum method for project management.

Monitoring of 4 projects :

- Maintenance and update for a project management application (in team of 3)
- Conception and development of a POC (proof of concept) for an internal workspace booking application (in duo team).
- Conception and development of a securised payment transfert application between Edvance and its collaborators (in solo team).
- Assistance for development of employees referencing application (in team of 3).

Octobre 2017 - Août 2020 :

Media interactive developer , Apprenticeship - **Renault Design** | Technocentre, Guyancourt (France, 78)

Development of an application prototype for car dashboard to test ergonomic design and user experience of Human-machin interface design. Work realized with Unity and C#.

Tasks :

- Interface integration and development of multimedia functionalities (radio/music, and phone parts).
- Development of vocal recognition system.
- Carrying out a study for the creation of a driving simulator

Avril 2017 - Juin 2017 :

Web developer, Internship for DUT - **Malakoff Médéric** | Montigny-le-Bretonneux (France, 78) :

Conception and programming of request handler for infrastructur needs to improve communication between my team and others employees. Conception includes needs analysis and documentations writing (UML diagram and relational schema). Work realized with PHP, HTML, CSS, Javascript and SQL.

Education

2023 - 2024 : **VFX Apprentice** - Visual effects training

2017-2020 : **ESIEE Paris Engineering school** in apprenticeship, CCI Paris Ile de France – Pathway « **Applications and IT - 3D Engineering and media technologies** » (France, 93)

SEPT-DEC 2019 : Exchange program at **Quebec in Sherbrooke University**, Sciences school

2015-2017 : **DUT in IT** – University Institute of Technology of Orsay – Paris-Sud University (France, 91)

2014 : **High school Diploma in Science**, IT and Digital Science option - **with honours** (France 78)

Personal Projects

Creation of 'Cuphead' fangame

Realisation of a 3D fangame which recreates the 1st boss of 'Cuphead' game. It was developed to improve my 3D skills. I realized the game alone with Unity, Blender and Photoshop.

Father, don't let me alone

2D game developed for one of 'Bracketys Game Jam' with the theme 'It is not real!'. It was created by a team of 4 people and I was a developer. It was developed on Unity.

Ghost's Rent

Ghost's Rent is a game made for a gamejam on Unity. It is a 2D game created in solo team for the 'Juice Jam II' with the theme 'Paying the price!'. For this creation, I used pixel art and it was my 1st use of simple visual effects in a gamejam.

Avant la fin

This game is part of a collaboration project with the french book 'Tant que les cerisiers fleuriront' written by Stella Duprey. 'Avant la fin' represents the game made by the main characters of the book and puts sustainable development in the spot light. It was made by a team of 3 people on Unity. I was in charge of programming, game design and project management.

Skills

Programming Languages

- C#
- Java
- Python
- Javascript
- HTML5 & CSS
- SQL & PostgreSQL

Software

- Unity
- Unreal Engine (Niagara)
- Photoshop, Krita
- Blender
- Git, Tortoise SVN
- Jira, Hacknplan
- Trello

Interests

- Music (self-taught) : piano
- Cooking (self-taught) : pastry cooking
- Video games : All types of games (rpg, fps etc.)