

KINZELIN REMY

PERSONAL DESCRIPTION

Open-minded, I have a great intellectual curiosity, I am passionate about new technologies. My motivation and ambition drive my creativity by bringing new ideas on every teams that I worked with.

PERSONAL CONTACT

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MY SKILLS

- Unity 3D et 2D
 - Programming :
 - o Java (JDBC, RMI, JavaNet, Javafx)
 - o Python
 - o C# (with Unity Engine)
 - o Sql (Oracle and MySQL)
 - o PHP
 - o HTML&CSS
 - o Flutter
 - o React
 - o Javascript, NodeJS
 - Use of different digital tools and standard software
Microsoft office, VsCode, JetBrains license
 - improved ~200 customer experiences as part of a team of 10 people
- [Github link](https://github.com/SLATTY54) : <https://github.com/SLATTY54>
[itch.io link](https://slatty54.itch.io/) : <https://slatty54.itch.io/>

MAIN INTERESTS

- Game developement
- Sport (Soccer during 13 years)
- Video Game
- Movie
- Music
- Programming

LANGUAGES

- French : Native language

VOLUNTERING

- Winner of the 24H IUT algorithmic test : Competition created by all IUTs of France between all students of the IT department. The competition was based on 3 tests : algorithm, website development and cybersecurity
- Member of the UTT Junior Consulting club as a technical expert with 30 members : talking to companies about the technical elements of the project, creating quotes for projects and supporting development teams
- Refactored Junior Conseil UTT website : <https://jc-utt.fr/>
- Creation of a website for the Canalia Textile company : <https://www.canaliatextile.com/>
- Horror game project on Unity engine in progress

WORK EXPERIENCE

August 2022 to August 2023
CUBE ESCAPE, NANCY, FRANCE

Game master at Cube Escape Nancy

- Direct interaction with players, providing relevant hints during game sessions with 2 to 6 participants.
- Cultivation of positive customer relationships through post-game discussions, gathering feedback, and addressing concerns.
- Training of new employees to familiarize them with escape game management.
- Resolution of issues related to IP addresses and routers for escape room connections.

February 2023 to April 2023

TIIME, SWAPN, NANCY, FRANCE

IT Internship at Tiime in Nancy, France

The objective of this internship is to fix bugs reported by users, develop data analysis software and create features for the user experience.

- Creation of a small data analysis software in Java and with Hubspot API in NodeJs which advises the least viewed web pages to be reworked.
- Creation of an easy-to-use accounting calculator in HTML CSS and JavaScript to help users predict costs when starting a business.
- Addressed user-reported typing issues in legacy calculators, improving overall functionality and ensuring accurate computation results.

EDUCATION

SEPT 2023 - (CURRENT)

UTT (UNIVERSITY OF TECHNOLOGY OF TROYES), FRANCE

ENGINEERING DEGREE (COMPUTER SCIENCE AND INFORMATION SYSTEM)

- Team projects : manage a team for the creation of specifications and the implementation of software
- Learning various programming languages (sql, java, HTML&CSS,C, javascript)
- Project management
- Creation of specifications
- Creation of UML diagram (sequence, class, activity, state)

SEPT 2021 - JUNE 2023

IUT NANCY CHARLEMAGNE, FRANCE

BUT (UNIVERSITY BACHELORS OF TECHNOLOGY) COMPUTER SCIENCE

- Team projects
- Learning various programming languages (sql, java, php, HTML&CSS,C, flutter)
- Algorithmic, Maths, IA with java
- Project management : Development of a video on demand site with database in an iterative manner.
- Winner of Charly Day 2023 : Competition created by IUT Charlemagne between all students of the IT department for which it was necessary to create a click & collect site in a team of 5.

SEPT 2018 - JUNE 2021

HIGH SCHOOL HENRI LORITZ, FRANCE

High School Diploma: with honors

PERSONAL EXPERIENCE

GAME JAM

Bourse Coddity (2022) (4th/20)

Game jam inviting all computer science students from France, whatever their level of study, to design a computer-type solution around a major social problem for 2 months. This year, the subject revolved around ecology. We therefore decided to design a Unity 3D game in order to make the conclusions of the latest IPCC report more accessible.

Mini Game Jam (2022) (124th/226)

The Mini-Jam is a 72-hour video game development contest that takes place every two weeks on Itch.io. The topic of this jam was the seaside. The constraint of this Game Jam was "everything dies suddenly". So I decided on my own to participate in my first Game Jam alone in which I made a Unity 2D game.