Guillaume SIORAK

30 rue de Chativesle 51100 REIMS Phone 06 08 93 27 42

Email guillaume.siorak@etudiant.univ-reims.fr

Born on 6th of November 1986 (Paris)

Single, French citizenship

Profile: I am currently studying a Master's degree in Computer Sciences at the University of Reims (France). During my projects work at University I developed a lot of skills in organisation and team work. I want to build on my work experiences through which I have strong knowledge of the C++ programming language and graphics libraries like DirectX and OpenGL.

Technical Skills

Object-oriented programming:

C/C++, Java, Visual Basic.

⇒ Projects: Development of a Sudoku application, 4D Image Visualization tools and DataGlove applications

Graphics libraries:

OpenGL, DirectX, Qt (widget toolkit).

Modeling tools:

Merise, UML.

Web programming:

PHP, HTML, CSS, JavaScript.

Office software:

Microsoft Word, Excel, Power Point, Adobe Photoshop.

Operating systems:

Windows XP, Linux, Mac OS X.

Languages:

French: Fluent - English: Very good level. TOEIC in progress - Spanish: School level.

Education

2010: Master of Computer Sciences (2nd year), training in progress.

University of Reims (France).

2009: Master of Computer Sciences (1st year) obtained with honours.

University of Reims (France).

2008: Bachelor of Computer Sciences. Majoring in Digital Imaging.

University of Reims and Institut Universitaire de Technologie (France).

2005: A-Levels specialized in Physics, Aix-en-Provence (France).

Work Experience

April – June 2009 : Internship at TVPaint Development (www.tvpaint.com) (Metz, France).

Development of tools for the update of the animated cartoon software: TVPaint Animation.

- Integration of the webcam features for the Linux platform of the software (video grabbing, organization of numerous webcams, tools for stop-motion).
- Search of documentation and utilities for the integration of these tools.
- Integration of the loading and saving of audio and video data with the FFmpeg library.

September 2008 - Current: Part-time job as a dealer (casino games).

Company L'Arnaque (www.larnaque.fr) (Reims, France).

April – June 2007: Internship at the CReSTIC lab (SIC/MADS group) at the University of Reims.

Development of applications (C++, Qt, OpenGL) for a Data Glove.

December 2003: World Cyber Games (WCG) – (Paris, France).

Maintenance of a computer network for a video game competition.

Interests

Movies and TV shows, travelling (Las Vegas, New York, Miami), music (play the guitar), reading (Sci-fi), computers (Hardware/Software).