

# Pierre Gabory – Software Engineer

I am a software engineer with a polyvalent set of skills, I have extensive experience in numerous domains of technology. I care deeply about technology, from its origins to the cutting edge, and wish to take part in its next chapter.

✉ piergabory@icloud.com

☎ +33 695 520 495

🐦 @piergabory

🌐 piergabory.com

📍 2 Route de la Pierre Panlaire,  
24430 Marsac-sur-l'Isle, France

## SKILLS

<i>Practices</i>	CleanCode, Agile / SCRUM, Functional, protocol-oriented & object-oriented programming.
<i>Languages</i>	Swift, C, C++, Python, Javascript, HTML5/CSS3, Java, C#, MySQL, PHP
<i>Technologies</i>	OpenGL, UIKit, SwiftUI, ARKit, Unity, WebGL, ThreeJS, CocoaPods, SPM, NPM
<i>Tools</i>	Xcode, Git, Gerrit, Blender, Sketch, Photoshop, Linux/GNU
<i>Speaking</i>	Fluent english, Native french (TOEIC: 920/990, TOEFL: 103/120)

## EXPERIENCES

- 2020 | 6 mo. **(Intern) iOS Developer, Fabernovel, Paris**  
*Contributed to the company's internal application used to access the office and schedule events. Experimented with Augmented Reality: Object tracking with external accelerometers, image detection without references. Swift, ARKit, CleanCode, Unity.*
- 2019 | 3 mo. **(Intern) iOS Developer, Appartoo, Paris**  
*Built the native iOS client for appartoo.com, a local flat sharing app, using early releases of SwiftUI.*
- 2018 | 2 mo. **Web Developer, Solocal Group, Paris**  
*Optimised performances for the front-end of internal tools. 200% quicker page loads and drastic savings in memory and CPU usage.*
- 2017 | 3 mo. **(Intern) Web Developer & UX Designer, Solocal Group, Londres**  
*Designed and developed the front-end of Solocal's internal ad targeting web app.*

## EDUCATION

- 2019 – 2020 **USA international exchange – Louisiana State University, Baton-Rouge**  
*Operating systems, artificial intelligence, machine learning, video-game design*
- 2017 – 2020 **IMAC engineering (Master of Science) – Gustave Eiffel University, Paris**  
*3D graphics, software engineering, web development, digital arts, signal processing*
- 2015 – 2017 **Multimedia and internet technologies diploma – University of Limoges**  
*Web development, design, communication, networking, digital arts, audiovisual*
- 2015 **High school diploma, science and engineering**  
*With honours*

## PROJECTS

- January 2020 Developed a 3D graphics engine in C, using OpenGL with GLKMath.
- January 2019 Senior design project. Built an interactive 3D simulator exploring Quantum Mechanics.

## HOBBIES

Collecting and restoring technology from the 70's to late 90's. (Macintosh, IBM etc...).

Virtual Reality, 3D Graphics, Spaceflight, Astronomy.