

WERNER BEROUX

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France

29 years old (French citizen, Hong Kong res.)

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www.beroux.com

GOAL

To develop *applications/games/websites* that everyone can enjoy. Working in a *creative environment* (e.g., Agile) on projects that involve complex *algorithms* that make you think or other complex tasks.

Before my 10th birthday I started developing softwares. Since then —way before any computer class or my *MSc in Computer Science*— software development is my passion: From managing the projects, to coding, passing through testing and user interface, I do it all and I'm loving it!

WORK EXPERIENCE

2011 –



■ ■ Rapid application developer – SG CIB (via Vision IT Group)

Developed *C#* tools in *trading room* as RAD/Commando for *SG CIB* (Société Générale), using among other things *WPF* and *WCF*.

2010 – 2010



■ ■ Software developer – CA-CIB (via Vision IT Group)

Improved overall quality and bring neat solutions. Optimized the *performances*, *refactored*, and setup *continuous integration* of the *C++* computation farm. *SSIS*, *SQL...*

2008 – 2010



★ Producer – M-Lab / The Hong Kong Polytechnic University

Managed a team of 10 (half artists, half developers) and helped on the *game design* to produce a 3-D *MMORPG*. See www.mlab.dreamhosters.com

2007 – 2008



★ Game developer – M-Lab / The Hong Kong Polytechnic University

Developed the *physical collisions*, a *streamed resource* loader and some *3-D GUI* in a *C++* general purpose and multiplatform *game engine*. See www.lucidplatform.com

In 2006



■ ■ Web developer – LIBERTY'S

Created <http://books.libertys.com> a multilingual e-commerce website in *PHP*.

1998 – 2011



■ ■ Software developer & Webmaster

Created and maintain www.beroux.com and all the *software products* present on it. Most applications are in *C++*. Major projects:

- *iPuissance 4D* a 3D multi-player connect four (Windows, Linux...)
- *Rename-It!* a powerful mass files renaming software for Windows



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PERSONAL SKILLS AND COMPETENCES

Project Management

Applied *Scrum* for over a year with XP / User Stories.

- Methodologies known: *Agile (Scrum, XP, Lean...)*, iterative strict (*RUP*), and waterfall.

Software Development

C++ used almost every day with *Visual Studio* for 10 years, now more and more C# for over 4 years.

- Languages: C++, C#, Python, PHP, Java, Lua, JavaScript...
- Skills: OOA/OOD (*Unified Process, UML*), *unit testing, continuous integration...*
- Technologies: .NET Framework, MFC, Windows API
- Tools: Visual Studio 5 to 2010, Git, Subversion, VP-UML, Rational Rose...

Game Development

- Game Engines: Unity3D, Lucid2, and knowledge of OGRE3D (rendering engine only)

Web Development

Writing semantic and SEO *HTML* websites powered by *Django (Python)*, *PHP*, *MySQL*, *AJAX*, and *Flash*.

- Knowledge in: Linux servers, internet securities, TCP/IP and UDP networks...
- Databases: MySQL, PostgreSQL, MS SQL, SQLite
- Multimedia Tools: Photoshop CS5, Flash and other Adobe CS5 tools...

QUALIFICATIONS

Languages  French (mother tongue),  English (bilingual),  German



MSc. Computer Science – The University of Hong Kong

Analysis and design of enterprise applications in *UML*, *software testing*, *transaction processing*, *image processing*, *multimedia*, advanced *computer graphics*.



BSc. Computer Science (with honours) – Paris XII University

Studied *algorithmic*, *automates*.

Projects: A Shell in C++ and a garbage collector in ADA95.



Diploma of Higher Education (with honours) – Paris XII University

Initiation to *object oriented programming*, *numerical analyse* and cryptography.



70...536 TS: Microsoft .NET Framework - Application Development Foundation on 10-Nov-2010



Professional
Scrum Master I

PSM I on 23-Dec-2010