

# COLIN HEURTEAUX

## About me

As a computer science student with a passion for new technologies, I strive to work with rigor while seeking innovation in order to deliver modern and high-quality code.



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<https://github.com/Poissonardo>

## LANGUAGES

- English
- French

## EDUCATION

### Lycée Joffre Montpellier (2020 - 2023)

High school Baccalaureate specialized in Computer Science, Physics, Chemistry, and Mathematics

### EPITECH - European Institute of Technology (2023 - 2028)

Graduate Program

- Low level programming
- Graphical programming in C
- Linux system administration
- Applied mathematics
- DevOPS

## TECHNICAL INTERESTS

I am particularly interested in peer-to-peer communication technologies, artificial intelligence, low-level languages, system programming and web technologies.

## EXPERIENCE

### Introductory Internship in a Computer Science Company (Geomatys - 2019)

Internship at a computer science company. During this internship, I applied my scripting skills in Adobe After Effects to assist in creating a promotional video for the company.

### Support in the practical application and exploration of new tools and technologies (Geomatys - 2022)

Testing and discovering new technologies applied to the geospatial field and 3D graphics, assisted by Unreal Engine.

## PERSONAL PROJECTS

### PronoteCLI

This project aims to make the French tool 'Pronote' more open and accessible from the command line.

<https://github.com/Poissonardo/PronoteCLI>

### Chorus (under development)

A tool enabling collaboration among multiple clients without the need for a trusted intermediary or blockchain, utilizing peer-to-peer technologies.

## SKILLS

### Programming languages

C; Rust; Python; Kotlin

### Development tools

Jetbrains IDE; Git; Github

### System administration

Apache + PHP; Nextcloud; Arch Linux; Debian; Fedora; Docker; WSL

### Other software

Unreal Engine; Blender; Cinema 4D; Adobe Premiere Pro; Adobe After Effects  
Figma