

Quentin Franchi

Freelance Unity, C#, Java developer

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EXPERIENCE

Freelance, Work remotely — Developer

2018 to TODAY

Clinique Ménager, Toulon, France — Internship

2017

After-sales service, troubleshooting and technical support.

Euronews, Lyon, France — Internship

2013

One discovery week in web services.

EDUCATION

Edouard Branly, Lyon, France — *A-Level (Baccalaureat) in Science and Technology for Industry and Sustainable Development.*

2016 to 2017

SEPR, Lyon, France — *One year in Electrical Engineering.*

2015 to 2016

PROJECTS

Amélia — Video game prototype.

2D Fighting game prototype of a web-series made with Unity Engine using C#.

The Vamp — Visual Novel, for *Mushi*.

Mature Visual Novel made with Unity Engine using C# for WebGL and Windows.

Success Tree — Medical software, for *Help Me To Help* association.

Cross-platform medical software built on Java for Windows, Mac, Linux.

SKILLS

System / Back-end languages :

C#, Java, PHP, Rust, C++

Front-end / Web languages :

HTML, CSS, Sass

TOOLS

Unity Engine

Godot Engine

Git

Laravel Framework

Composer

Docker

LANGUAGES

French (*Native*)

English