



# Alan Transon

Software engineer

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alantranson.com

## EDUCATION

Master of Science & Engineering 2015–2017

Keio University, Tokyo – Interactive media laboratory

Computer science, Virtual Reality, Augmented Reality

Diplôme d'ingénieur (Master's degree equivalent) 2013–2017

Télécom Bretagne, Brest – General engineering formation

Computer science, networks, signal processing, electronics...

Centrale Lille – General engineering formation 2012–2013

Mechanics, industrial sciences, electronics, computer science...

Training for competitive entrance exams 2010–2012

Mathematics, physics and theoretical computer science

## PROJECTS

Master's research project 2015–2017

Virtual reality experiment – Part of the Keio University cursus

Software dev. (Java, C#, Git) - Motion capture, face recognition

Ratchet Galaxy 2007–Present

Web application – Personal project (10 staff members)

Web dev. (Symfony 3, responsive design), project management

Tetris Artificial Intelligence 2012, 2017

AI – Personal project (2012), rewritten in 2017 with C++

OCaml (2012) & C++, Boost (2017)

Timeless Fall 2013

Video game – Part of Télécom Bretagne cursus

Software development (Python)

## EXPERIENCE

Developed a Symfony web application 2015

Platform to create multimedia-based presentations

Contract obtained through Junior-Entreprise

Developed multiple websites 2012–2015

Multiple online shops (Prestashop) & showcase websites (WordPress)

Contracts obtained through Junior-Entreprise

## Programming Skills

C#, C++, Java, Python,

UML, PHP, SQL,

HTML5, CSS3, Javascript

## Studies

Computer science, Networks,

Signal processing, Electronics,

Management

## Languages Proficiency

French native

English full professional

Japanese limited professional (JLPT N2)

## Software

Git, Unity, Visual Studio,

Gimp, Photoshop,

Office, LaTeX

## Hobbies

Gaming, Music,

Guitar, Tennis,

Handball, Football

## Business card

