

WERNER BEROUX

Switzerland

31 years old (French citizen)

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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

2013 – ∞  **Software engineer** – Google



...

2011 – 2013  **Senior software developer** – Elysian Systems Ltd (CME Group)



Developped new features in C# .NET 4.5 over an existing OTC Order Management System; and set up CI (Jenkins). SCM (Git/Gerrit), simplified NAnt builds...

2011 – 2011  **Rapid application developer** – SG CIB (via Vision IT Group)




Developed C# tools running on top of Excel 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.m-lab.hk

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*.

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: *Big data, OOA/OOD (UML), unit testing, continuous integration...*
- Technologies: *.NET Framework, MFC, Windows API*
- Tools: *Visual Studio 5 to 2012, Git, Subversion, VP-UML, Rational Rose...*

Game Development

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

Web Development

Writing semantic and SEO *HTML5* 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**

2007



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*.

2005



BSc. Computer Science (with honours) – Paris XII University
Studied *algorithmic*, *automates*.
Projects: A Shell in C++ and a garbage collector in ADA95.

Microsoft
CERTIFIED

Application Developer

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



Professional
Scrum Master I

PSM I on 23-Dec-2010