



Nicolas ALFONSI

04/03/1991

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Driving Licence

Language Skills

French	Mother Tongue
English	Proficient (CEFR C1)
German	Beginner (CEFR A2)

Programming Languages

Development	C, C++
GUI	Qt, glut
Graphics	OpenGL, GLSL
Web	Php, xHTML, SQL
Other	Matlab, Python

Additional Training

Unity 3D	Game Design course at <i>Excel with Business</i>
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Activities and Interests

Sports	Football Hiking
Travel	United Kingdom Scandinavia
C. Graphics	3D Modelling and Animation Video Games
Arts	Cinema Music
Reading	Specialized press (Sciences)

WORK EXPERIENCE

June - July 2016 (Internship) **Marseille Astrophysics Laboratory**, Marseille
Public Research Institute

Developer of a tetrahedral meshing creation and editing tool

Testing the hypothesis of the 67P/Churyumov-Gerasimenko comet's formation in concentric layers – Rosetta Mission (European Space Agency)

C++ development
Using Qt for the user interface
3D rendering with OpenGL
CGAL and qglViewer libraries

September 2011 - November 2016

Self-employed, Marseille
Computer Programming

Developer of an augmented reality application

Using javascript and the *clm-trackr* library for placement of earrings from a live video stream (webcam) in real time.

Website Developer

Defining specifications with the client
Prototype production and design testing
Development with PHP, xHTML, CSS
Accessing SQL databases

June 2011 - October 2016

Quick France, Marseille
Fast-food Restaurant

Operations Manager

Team management
Flow anticipation, human and material resources assignment
Communication
Conflict resolution
Sales associate
Ensuring customer loyalty
Managing inventory and orders to suppliers
Compliance with financial procedures

August 2010 - May 2011

Quick France, Marseille
Fast-food Restaurant

Multi-role Team Member

Customer contact
Teamwork
Demonstrating leadership
Compliance with production methods and hygiene procedures

EDUCATION

2015-2017
Marseille,
France

M.S. in Imaging & Systems, Computer Graphics track

Aix-Marseille Université – Faculty of Sciences in Luminy

Technical implementation project: visualisation platform for the calculation of Betti numbers on a binary volume

2014-2015
Marseille,
France

M.S. in Computer Science

Aix-Marseille Université – Faculty of Sciences in Luminy

Final project: online video game development

2011-2014
Marseille,
France

B.S. in Computer Science

Aix-Marseille Université – Faculty of Sciences in Luminy