



Front-end Software Developer

Personal information

Bérenger DALLE-CORT
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github.com/berdal84

Professional experience

Aug 2019- Oct 2021 | Software Engineer

Geospatial domain

≡ Angular 2+, CesiumJS, Docker, CI (Gitlab),
Typescript, IntelliJ IDEA.

📍 Geomatys, Montpellier (France).

Feb 2017- March 2018 | Tool developer:

Video game domain

≡ C/C++11, GLSL, MS VisualStudio.

📍 WildSheepStudio, Montpellier (France).

2016 (11 weeks) | Database Architect:

≡ MS Access 2012, VBA, Power AMC.

📍 I.N.R.A, UMR IATE, Montpellier (France).

2010-2014 | 3D Artist Generalist:

Image de synthèse et jeu vidéo.

≡ Maya, Photoshop, Zbrush, ShiVa Engine,
Unity, MEL and LUA scripting

📍 Antek-Studio, St. Mathieu (France)

2006-2010 | 3D Artist / Game developer

≡ Maya, Photoshop, Shiva Engine.

📍 Individual, Montpellier (France).

Language

- French: mother tongue
- English: fluent in a work environment

Hobbies / Interests

Programming, curious about science in general, reading essays, art (drawing, painting).

Training

2016-2017 | Licence Pro ACPI (Software Engineering)

IUT, Montpellier (France).

2015-2016 DUT in CS:

in « special year »
IUT, Montpellier (France).

Initial training

2004-2006 «Superior certificate in 3D Arts».

2003-2004 MANAA

Studio M, Montpellier (France).

2003 Bachelor degree (Science)

Isle/sorgue (France).