



Software Developer

Personal Information

Berenger DALLE-CORT

Long-term VISA & working permit holder.

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Professional Experience

Front-end Software Engineer | Geospatial field

Aug. 2019 - Oct. 2021

📍 Location:
Geomatys (Montpellier, France).

🕒 Main task(s):
- *Develop a web-based cartographic client using Angular framework.*
- *Maintain and develop new features in our private Angular library.*
- *Setup CI/CD (build, test, push images).*

☰ Tools:
Angular, Cesium, Docker, Gitlab, WSL2, BASH, IntelliJ IDEA, Typescript, Java.

Tool developer | Video game field

Feb. 2017 - Mar. 2018

📍 Location:
Wild Sheep Studio (Montpellier, France).

🕒 Main task(s):
- *Develop a terrain generator from an existing prototype for the open-world game Wild.*

☰ Tools:
C/C++11, GLSL, MS VisualStudio, Git, Perforce.

CS Training (year 2)

Database Architect (Intern) | Agricultural Research field

Summer 2016 (11w.)

📍 Location:
National Institute for Agricultural Research, UMR IATE (Montpellier, France).

🕒 Main task(s):
- *Convert durum wheat scientific measures from various sources (paper, excel, CSV) to a normalized autonomous MS Access DB.*

☰ Tools:
MS Access 2012, VBA, Power AMC.

3D Artist Generalist | Computer Graphics & Video Game fields 2010 - 2014

📍 Location:

Antek-Studio (St. Mathieu de Treviers, France).

🕒 Main task(s):

- 3D content creation (character, object, etc.),
- Tool development,
- 3D applications development.

☰ Tools:

*Maya, Photoshop, Zbrush, ShiVa Engine, Unity, SVN, Premiere, After Effects, Flash, MEL and LUA languages.***3D Artist & Developer** | Computer Graphics & Video Game fields 2006 - 2010

📍 Location:

Individual company (Montpellier, France).

🕒 Main task(s):

- 3D content creation (character, object, etc.),
- Game development,
- Web development.

☰ Tools:

3DSMax, Maya, Photoshop, Shiva Engine, After Effects, Premiere, Flash, CSS, HTML, PHP, LUA, MEL, SQL.

Education

Computer Science & Manager Assistant (Bachelor)

2015 - 2017

*Montpellier Institute of Technology (Montpellier, France).**3D Artist Career***Computer Graphics & 3D Animation (Bachelor)**

2003 - 2006

Studio M (Montpellier, France).

Language

- French: native
- English: fluent in a work environment

Hobbies / Interests

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