

JUSTIN HURSON

Computer Science student

 Bordeaux (France)  just.let2mii@gmail.com

 chevalmonsieur.github.io

EDUCATION

1st year of Bachelor of computer Science

IUT de bordeaux
2022 - Today

High school

Maine de Biran (Bergerac)
2006 - 2008

CODING / MARKUP LANGUAGES

- C#
- Java
- Python
- HTML/CSS
- JavaScript
- Markdown
- SQL
- C/C++

OTHER TOOLS

- Git
- .NET
- Unity
- VS/VS Code
- Blender
- Aseprite

LANGUAGE

- English : fluent
- French : Native
- Spanish : B1 CECRL level

PROFILE

Hi, my name is Justin HURSON, and I am a college student in the second year of a computer science bachelor. I am currently looking for an internship abroad, especially in the US.

In my free time, I create games in Unity and do digital art.

IT RELATED SKILLS

- Managing group projects (cooperating in a team, using Git efficiently)
- Ability to learn by myself (self-taught on how to code in C#, using Unity, modeling with Blender)
- Generally good coding skills
- Skills with modeling and designing tools (Aseprite, Blender, Photoshop, Gimp, ...)
- High frequency of OOP projects

PROJECTS

Death Grips

2023 - 4 months (2H/week)

game dev/artist

- Working with a small group of people
- Enhancing both coding and art skills
- Using Git with Github.

Adaptative Flow Field

2023 - 1 week

Solo web programmer

- Enhancing skills with HTML/CSS/JavaScript
- Doing a lot front but also back-end skills
- Using Git with Github.

Space Flight Thing Xtreme 2 Ultra

2023 - 1 month

Solo game developer

- Enhancing Unity/Game engine skills
- Getting more familiar with game design
- Coding new concepts (local multiplayer, shaders, ...)