Theophile Boraud

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Software Developer and part-time student in a **MSc in Computer Science**.

Education

University of Bath (Bath, UK), Master MSc in Computer Science   2025 – Current

- Software Engineering, Advanced Mathematics, DevOps

ICAN (Paris, FR), Master in Game Design   2020 – 2022

- Game Design, Game Programming, Production Processes, Game Architecture, Project Management, QA, Level Design, Sound Design.

University of Warwick (Coventry, UK), Bachelor BSc (Honours) in Computer Science   2015 – 2019

- Programming, Software Architecture, Performance Optimization, Databases, Cybersecurity, Web Development, Embedded Systems, Applied Mathematics, AI, Machine Learning, Project Management.

Lycee Saint-Genes La Salle (Bordeaux, FR), Baccalaureat Scientifique   2012 - 2015

Experience

Software/Game Developer (Freelance)   Oct 2024 – June 2025

- Implemented medical VR project using Unity.
- Remote support for deployment and debugging.

Software/Game Developer (Alternance puis CDI), Apperture – Bordeaux, FR   Dec 2021 – Nov 2024

- Developed VR serious games using C# and Unity.
- Lead onto an innovative project combining computer vision, networking, databases and Unity video games.
- Internship supervisor for various interns.

Game Developer (Alternance), TRIBIEW – Paris, FR   Fev 2021 – Dec 2021

- Designed and implemented an app gamifying web series funding using Unity.
- Led development team throughout the internship.

Game Developer (Freelance), CASDEN Banque Populaire – Paris, FR   Jan 2021 – Fev 2021

- Managed and implemented a serious game project using Unity in collaboration with ICAN.

Research Intern (Internship), INRIA (Labri) – Bordeaux, FR   Oct 2019 – Jan 2020

- Modeled working memory using Echo State Networks.

Publications

[Re] A Neurodynamical Model for Working Memory   2021

Theophile Boraud, Anthony Strock – *10.5281/zenodo.4655870*

Skills

Languages: French (Native), English (Fluent), Spanish (Intermediate), Sign Language (Beginner)

Programming: C#, C++, Python, Java, SQL, HTML, Haskell

Technologies: Unity, Unreal Engine, OpenCV, LINQ, OpenGL, Git

Certifications

TOEIC: 990/990 | **Duolingo:** 140/160

Extracurricular Activities

Kendo (3rd Dan, National level), Boxing, Swimming, Aviation (BIA), Guitar, Chess, Video and Board games