


# William Salame

 williamsalame.com

 willsalame@gmail.com

 +32 471 70 47 17

 Soignies, Belgium

## Experience

**2021** Web Developer [barbiana.net](http://barbiana.net)

Website made from scratch using NodeJS, Nginx, Express and JavaScript

**2020** Analyst-Developer [Organica](http://Organica)

Design & development of back-end and databases using 4D and front-end. Relational databases management and API endpoints creation.

**2019** Web Developer [cineproject.be](http://cineproject.be)

Website made from a template using NodeJS, Express and JavaScript

**2018** Tutor for Bachelor's practical training [UCLouvain](http://UCLouvain)

Creation of practical exercises for students in CS Bachelor  
Assisting students with their projects and studies

## Education

**2021 - 2022** Game Programming [CGAcademy](http://CGAcademy)

One-year intensive formation regarding UE4, Game production and development  
Oversaw team development of a five months long project called Deep Blue

**2017 - 2020** Master in Computer Sciences [UCLouvain](http://UCLouvain)

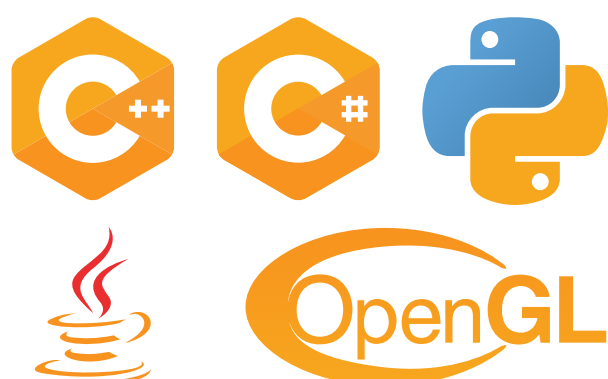
Development of multiple A.I for video and board games  
Optimization and theoretical computability among other courses

**2014 - 2018** Bachelor in Computer Sciences [UCLouvain](http://UCLouvain)

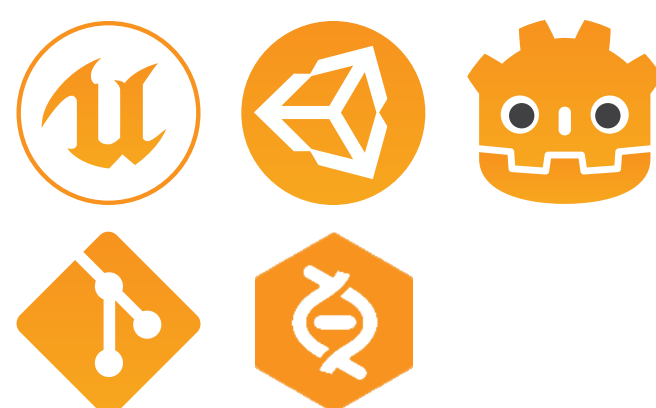
**2013 - 2014** Exchange student [Saitama, Japan](http://Saitama, Japan)

## Skills

### Languages



### Softwares



### Frameworks



## Languages

French : Native

English : C1

Japanese : B1

## Interests

Hardware and emulation

Speedrunning

Pen & Paper RPGs