

# Kevin Glass

Full-stack developer – web – mobile – video-games – interactivity – 3D real-time

Expert IT engineer with over 15 years of professional experience. A passion for innovation, I am constantly developing out-the-box solutions that are useful, pertinent and where possible, fun!

Portfolio : <http://glassworks.tech>

Address: Paris, France  
Telephone: +33 (0)6 75 14 69 71  
Email: [kevin@glassworks.tech](mailto:kevin@glassworks.tech)  
LinkedIn: <https://www.linkedin.com/in/kevinrglass>  
Nationalities: French; South African  
Date of birth: 12 September 1982  
Languages: English (native), French (fluent)

## Education

2018 - 2019

**HEC Challenge+** Entrepreneurial program  
HEC, Paris

2005 - 2008

**Ph.D.** (equiv. Doctorate, BAC+8) in Computer Science  
Rhodes University, South Africa.

*Doctoral Thesis*

« Automating the conversion of natural language fiction to multi-modal 3D animated virtual environments »  
(<http://www.cs.ru.ac.za/research/g05g1909/>)

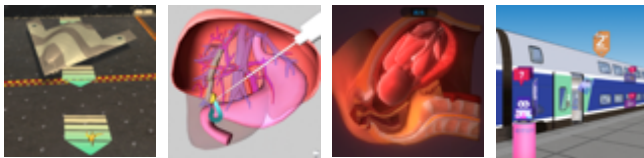
Comments from the jury:

« In my 40+ years of teaching and research this is perhaps one of the two most complex, comprehensive and well-written dissertations I have read. »

- Prof Thomas Furness, University of Washington, USA

2001–2004

**B.Sc. (honours)** (4 year degree) in Information Technology, *Cum Laude*  
Rand Afrikaans University, South Africa.



## Interpersonal skills

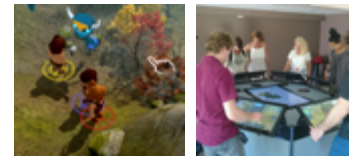
*Management and communication*

Significant experience in **conceiving, executing,** and **deploying** projects. Over 50 successful innovative projects delivered.

Proven skills in **communication** within a team and with clients. Adherent of the **agile** philosophy.

*Personal qualities*

Autonomy, implication, initiative, flexibility, agility, innovation, rigor



## Experience

January 2020 – present

**Co-founder, CTO : Run My Service**

SaaS offering management and operational tools for France-based associations. [www.runmyservice.com](http://www.runmyservice.com)

July 2019 – present

**Founder : Glassworks Tech**

Freelance for full-stack web projects and video games. Technical consulting, architectural conception and design, game design, and accompaniment for multiple French startups.

July 2016 – June 2019

**Creation of the startup « tallytoo »**

Full-stack web development, entrepreneur.

February 2009 – June 2016

**Project and development lead**

TAVAE, Aix en Provence / Paris, France.

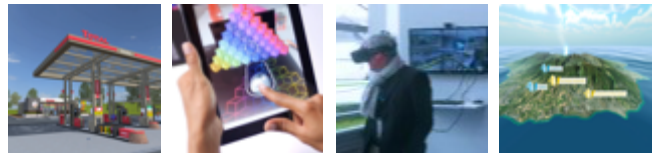
Directed a team of engineers in R&D activities and in the creation of video-games, “serious games”, virtual reality, augmented reality, commercial apps, medical apps, etc.

Clients: EDF, Total, Engie, Areva, IDTGV, Lancôme, Cofely INEO, Dassault Systèmes, Eutelsat, Lagardère Publicité, Sodastream, APHP, etc.

2015 - present

**Instructor: 3D game development with Unity3D**

HETIC, Montreuil, France; Autograf, Paris France



## Technical skills

*Programming*

**Expert knowledge** of the IT and programming principles, notably **algorithms, data structures, design patterns,** etc.

C#, C++, C, Java, Javascript, Typescript, PHP, Objective-C, Swift, Python, Ruby, HTML, CSS, SQL, MongoDB, ...

*Web*

NodeJS, ExpressJS, Angular, Symfony, Ruby on Rails, WordPress, Apache, Nginx, Redis, Mocha, ...

*Mobile Applications*

Android, iOS

*3D real time and video-games*

Unity3D, OpenGL and WebGL. Experience on diverse platforms: Oculus, HoloLens, iOS, Android, PC, Mac. Strong mathematical skills.

*Computer Science*

Strong experience and knowledge of transversal IT related topics: AI, natural language processing, databases, security, networks, operating systems, optimization, ...