

Anthony NORA

Student at ISEP (Paris
institute of digital technology)



ABOUT ME

Software engineering student at ISEP and aspiring video game creator. I am dedicated to creating my own video game studio, combining my artistic, technical and social skills. I am currently creating my first commercial game called Hungry Ghosts. I am also very open-minded and love discovering and working with different cultures.

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HOBBIES

- Digital drawing and animating
- Capoeira, swimming, skiing
- Piano, music composition
- Video games, game development
- Travelling : USA, Europe (Italy, Germany, Iceland...), Korea

LANGUAGES

- French : Native
- English : Bilingual (Toeic : 990)
- German : Advanced
- Chinese : Beginner
- Korean : Beginner

EDUCATION

ISEP (Paris institute of digital technology) (2021-2026)
IT engineering studies, international curriculum in english.
Software engineering major, data processing & AI minor.

INHA University, Korea (2023)
Exchange semester to learn System Engineering, Business and Communication.

Piano studies at regional conservatory (2011-2021)

PERSONAL EXPERIENCE

Video game startup

I am currently taking a gap year to design, draw and develop in C# my first video game called Hungry Ghosts under my own studio. The game will release on October 2026 and I pitched the project to obtain a marketing budget.

Code auditing tools for embedded systems

During my internship at IoT.bzh, leading software provider for critical systems, I developed a tool to test a code's compliance with various security standards, like MISRA C, that is used today by companies like Safran, Thales or Idemia.

Student projects

During my scholarship, I led two technical projects at ISEP: a web app that displays sound levels in F1 races in real time, and a museum guide robot. I was also the graphist for a beer brewing association at ISEP and I created a profitable stickers business during my semester in Korea with other foreigners.

TECHNICAL SKILLS

Programming languages: Java, Python, C#, C++, C, SQL, PHP, HTML/CSS, Javascript, Matlab

Artistic and Development tools: Unity, Unreal Engine, Godot, Github, ChatGPT, GeminiAI, Blender, ProCreate, Procreate Dreams, Canva, Muscore, Reaper

PERSONAL SKILLS

Artistic creativity

I have a passion for digital drawing, and learned the piano in the conservatory for 10 years, which developed my creativity.

International and autonomy

Bilingual in English, I love discovering and working with new cultures. I spent a semester in Korea, did summer camps in Germany and travelled around the world during holidays.

Leadership and teamwork

I was group leader for most of my group projects at school, and did peer tutoring for two years.

Curiosity and open-mindedness

I love working with different cultures and learning about them. It was especially the case in my experiences abroad and online in multiplayer cooperative video games.