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                                              to: Tux4Kids Team

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ATTACHMENT : C.V.
OBJECT : GSOC projects

Dear Sir or Madam,

I spent a good part of my afternoon at my computer to play your game learning, wondering WHY my math teacher at the time did not invent the idea of a learning system as yours. It is well known that current methods of mathematics teaching are not very exciting and that young people are increasingly attracted to computer games, so I think that's a great idea to mix learning and game.

I tried few parts of the game and I think that the evolution of the level is really good thinking. Begin with a simple addition, increasingly difficult over time, then subtraction, and finally mixed both. I must admit that I have started to concentrate seriously when I arrived at the multiplication, trying to save the poor little tux locked in their igloos. No, seriously, I'm just surprised that the game covers a so large scale of level.

About GSOC, I took a look at the projects that you propose. I have no problem for programming in C or C++. My last program implement a Turing machine's resolver (https://bitbucket.org/dla/machine-de-turing). You ask for some familiarity with build systems and SDL, that I honestly don't have, but I wanted to learn SDL for my personal interest and I learn quickly. I use to work on my projects with a git repository, as you can see visiting the link below. So I'll be interesting in Migrate Tux Math and t4k_common to SDL 2.0.
The second project is interesting too. And I have some skills in unit Test that I had to use in my two last Java projects (the program is no more on-line, but if you are interesting in my profile, I can show you my code).

Thank you for taking the time to read my letter, and I look forward to receiving a response from you.

With regards,

DECK Léa