valette.brian@gmail.com | +33 (0)7 69 80 23 43 | Paris 75003 | GitHub: @42f Linkedin: /brian-valette

Brian Valette

Software engineer with a strong system programming and Devops affinity

Education

École 42 Paris – OCT.2019 / PRESENT
I got to start from an in-depth understanding of C and C++, to web frameworks Nestjs and Reactjs with Typescript, and many technologies and tools such as Docker, K8s, GNU Make, shell...

Ironhack Paris – FEB.2022 / MAY 2022 – RNCP6
I deep dived into the MERN Stack, using HTML, CSS, JavaScript, React, MongoDb and Express.
The full-stack approach, during an intense 10 weeks full time bootcamp, provides solid foundations.

Azure – JUNE 2020
AZ-900 certification, covering all the fundamentals of Microsoft Azure cloud services. Score 940 / 1000.

Projects

🔗 each project has a link to its GitHub repo

WEB

PONG GAME: Team project at 42, creation of a website with Nestjs, Reactjs and Typescript consisting of a pong game and a chat, user profile...
FIND THE ONE: Final trio project at Ironhack, full stack application (MERN stack), allowing users to make groups and lists of names for a newborn, providing stats and data about real first names from a few European countries.
SPOTIFY MATCHER: Duo project at Ironhack, creation of a service allowing users to share their Spotify libraries and find matching songs with their friends, Express website with server side rendering using Handlebars.
MEMORY GAME: Solo project at Ironhack, implementation of a memory game based on cards pairs with static vanilla Javascript, HTML/CSS.

DEVOPS

DOCKER: Deployment of a docker container for few services (Wordpress, MySQL, PHPMyAdmin).
KUBERNETES: Implementation of Kubernetes for Nginx, Wordpress, Ftps, Grafana, InfluxBb, MySQL and PHPMyAdmin.

C++

CONTAINERS: Reimplementation of C++ STL containers (list, queue, vector...).
WEBSEVER: Creation of a simple HTTP/1.1 web server running on Linux, with inter-process communication, in C++.

C LANGUAGE

LIBFT: Personal C library, reimplementing many of the C standard functions.
GET_NEXT_LINE: Function which reads files or standard input line by line, in C language.
PRINTF: Reimplementation of the C standard printf(3).
CUBE3D: Creation of a 3D game in C, using raytracing.
PHILOSOPHERS: Multithreading and inter-process communication in C language.
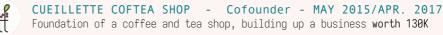**MINISHELL:** Creation of a shell interpreter in C language, based on POSIX Bash.

ASM

LIBASM: Creation of a few C standard functions using assembly Intel x86_64.

Skills

LANGUAGES
C language
C++
Javascript
Typescript

TECHNOLOGIES
Docker
Kubernetes
Azure

WEB
Node.js Express
Nestjs
Reactjs
MongoDb/Mongoose
Sqlite
Postgres
Jestjs

TOOLS
Git
GNU Make
Bash/Zsh
Gdb/lldb
VSCode, vim
Miro, Figma

HUMAN LANGUAGES
French (native)
English

Hobbies

Acem Meditation: two years of daily practice

Chinese Mandarin: conversational level and always trying to code some tools to support my learning process

Before Code: Coffee

KAWA COFFEE - Roaster and Head of Product - APR. 2017/OCT. 2019
Set up of a coffee roaster production unit: processes, logistic, QA, departments coordination, serving more than 500 B2B Clients worth over 1M

CUEILLETTE COFTEA SHOP - Cofounder - MAY 2015/APR. 2017
Foundation of a coffee and tea shop, building up a business worth 130K

ALTO CAFÉ - Shop Manager and Head of Training - Dec. 2011/MAY 2015
Management of coffee shops units and teams, while developing a training center and QA for 20 franchisees across France and Belgium