# Julien Déoux

SOFTWARE ENGINEER / WEB DEVELOPER

#### **Contacts**

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## Languages

French - native



**English - fluent** 

### **Technologies**



HTML



**CSS** 



**Javascript** 



React + Redux



Vue



**Angular** 



Node.js



**Python** 



Java

#### **Timeline**

May 2020 - July 2020 Front end developer

HeliosX

Oct 2019 - Apr 2020

**Dotmatics** 

Front end developer

Altran technologies

Oct 2017 - Sep 2019 Junior consultant engineer

2 year mission with the French Ministry of Education

Apr 2017 - Sep 2017 Intern

Starburst Computing

**TELECOM Nancy** Sep 2014 - Sep 2017 **Engineering degree** 

# Front end development

JS From May to July 2020, helped with UI design and implementation for new features in HeliosX's e-commerce applications using Vue and vanilla Javascript.

JS 😈 😈 From October 2019 to April 2020, has been using HTML, CSS, vanilla Javascript and jQuery to build enterprise-grade chemistry applications for Dotmatics.

🛕 🖥 From **January** to **September** of **2019**, used **Angular 8** and **CSS** to design and build the Téléservice d'Affectation for the French Ministry of Education, a web application to help middle schoolers' parents find and choose a high school for their children.

In early 2018, used Vue to succesfully embed a dynamic form into a legacy JavaEE application for the French Ministry of Education.

From April to September of 2017, as an intern at Starburst Computing, used React, Redux and SASS inside Electron to build a prototype for a customer-facing desktop application.

Since my graduation in **2017**, has been using **HTML** and **CSS** for all my CVs.

## **Back end development**

From December 2017 to September 2019, maintained a JavaEE application for the **Ministry of Education**. This application is used by every region in France to assign middle schoolers to high schools (or equivalent) using a variety of customisable criteria such as grades or location. Technologies used include Spring, Hibernate, Quartz, IBM DB2 and Apache Struts 1.

During a school project in early 2017, developed a small HTTP service using Python, whose goal was to compute the number of non-working days between two given dates.

During a school project in **early 2016**, developed a prototype for a **Node.js** API whose aim was to provide developers with a standard way of detecting and controling IoT devices regardless of vendor or network technology used (Bluetooth, LAN...).

## Miscellaneous

🥏 In **July 2019**, to help with work for the **Ministry of Education**, developed a small Python tool to automatically cleanup SVG files generated by drawing software such as Inkscape for them to be embedded into HTML pages or Angular templates. Still using Python, developed a second tool to add Angular directives to those files to make an interactive map.

From late 2018 to September 2019, created and maintained a Python script to automatically set up a functional development environment for new Linux developers in the **Ministry of Education** and onboard them more easily.

As part of a school project in **early 2015**, developed the graphics and physics engine of a 2D platformer using C and the SDL library. Also wrote and produced the soundtrack for the game.

Throughout 2015, as president of TELECOM Nancy's cafeteria, managed a cumulated 40.000€ worth of stock and coordinated the preparation of up to 100 meals a day. Led a team of 10 people.