

# Jérôme Martin

Junior Software Developer 24 yo.

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## Education

2011 → 2013

B.S. degree in software development at eXia.Cesi

Saint Nazaire, France

2013 → 2016

M.S. degree in IT project management at eXia.Cesi

Saint Nazaire, France

## Skills



### Project Management

- PMI Methodology (PMBOK) and Risk analysis
- Agile methods, Scrum, Pair programming



### Solution conception

- UML, Database modeling (Merise)
- N-tier architecture, SOA



### Web development

- Python: Django, Twisted, CherryPy
- Ruby: Ruby on Rails
- PHP: Zend framework
- NoSQL, MongoDB, PostgreSQL



### Software development

- C# : .NET Framework, WPF, WinCE, Unity
- Javascript: Cordova, Ionic, Angular, FirefoxOS
- C / C++ : GTK+, Qt, SDL, OpenGL
- Java: Java Enterprise Edition (JEE), Android
- Embedded: Arduino, Raspberry Pi, PIC Microchip

## I speak...

- English, TOEIC 990
- Français as mother tongue
- Español (basic knowledge)
- 日本語 (japanese, beginner level)

## References



Paul-Adrien Menez

CEO at Zéro-Gâchis  
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Anne-Laure Gaudon

School teacher at eXia.Cesi  
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Fabien Goslin

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[github.com/euhmeuh](https://github.com/euhmeuh)



[stackoverflow.com/users/657008](https://stackoverflow.com/users/657008)



[www.rilouw.eu](http://www.rilouw.eu)



## ► 2016 - 2017 Junior Tools Programmer at Ubisoft in Paris, France

Ubisoft is one of the biggest video game producer and editor in the world, and the first in France.

### Internship (6 months):

Developped and maintained more than 50 different tools (in C#) used daily by the developers, artists and producers working on the video game Just Dance™.

Developped a custom video player technology to render After Effects projects on the fly.

### Full-time contract (1 year):

Designed, developped, maintained and promoted a network-based technology to automatize business processes in production by providing users a way to describe their job as a logical sequence of events and actions.

Worked with teams in India, Canada and France to promote and deploy Git as a way to break solutions into small reusable modules and share them.

Developed tools and dashboards to analyse code, reduce bad practices and promote good ones.

## ► 2015 Mobile Application Developer for WhatTheFood in Paris, France

WhatTheFood is an open source project aiming to reduce food wastage in university restaurants using a mobile app. I worked as a developer and a manager during multiple hacking sessions.

I also helped designing the architecture and maintaining the solution.

## ► 2014 - 2015 Web and desktop developer at Zéro-Gâchis in Nantes, France

Zéro-Gâchis is a web-based solution highlighting supermarkets products reaching their sell-by dates.

### 1st internship (3 months):

Developped backoffice business logic for the website. I was also in charge of the database architecture.

Worked mostly in Python with Django, building up important Python skills.

### 2nd internship (5 months):

Developped and managed an embedded mobile scanning solution (C# on WinCE) for supermarket employees that permits to apply discounted prices on products.

Developped a WPF desktop application used by more than 100 supermarkets around the world.

I also directed training courses for this software and carried out on-site deployment.

## ► 2013 (3mo) PHP web developer intern at Éditions de France in Saint Nazaire, France

Worked for a professional service directory website based on Zend, PHP and Ajax.

I developed backoffice and frontend interfaces, and also business logic for various websites.

## ► 2012 (3mo) Tools developer intern at Documalis in Nantes, France

Worked in the quality department for an digital document management solution.

I developped multiple tools to handle automatic deployment of the solution in production.

