Jérôme Martin

Junior Software Developer 24 yo.



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 $2011 \rightarrow 2013$ B.S. degree in software development at eXia.Cesi

Saint Nazaire, France

 $2013 \rightarrow 2016$ M.S. degree in IT project management

at eXia.Cesi

Saint Nazaire, France





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



Solution conception

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



Meb 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



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





Paul-Adrien Menez

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Anne-Laure Gaudon

School teacher at eXia.Cesi algaudon@cesi.fr

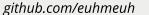


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Fabien Goslin Ex-School teacher at eXia.Cesi (+33) 6 67 60 20 31 fgoslin@cesi.fr







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Full-time jobs 1 year

Internships 2 years

▶ 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 deployement.

▶ 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.

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