ANNA KOMPANIETS

IT STUDENT

- 23 January 2004 (20 y.o)
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- Annecy, France
- Nationality : Russian

EDUCATION AND QUALIFICATIONS

September 2022 - present
Bachelor's Degree of Technology, department INFO parcours A - réalisation des applications : conceptions, developpement, validation
Université Savoie Mont Blanc - IUT Annecy (74)

2022
Baccalaureat Maths, NSI (informatic sciences), Physique-chimie with honours
Lycée Général Blaise Pascal, Orsay (91)
option experts maths

LANGUAGES

- French
- Russian
- English (upper intermediate) B2

TECHNICAL SKILLS

- PHP (Laravel)
- JS (nextJS/ vueJS)
- HTML/CSS
- Flutter
- Python (Flask)
- C#
- UML
- MERISE
- PostgreSQL

Using of : Odoo, Wordpress, Github, Vercel, Figma, Azure, Photoshop, Power BI

JOB OBJECTIVE

I am a third-year university student in computer science and I would like to enhance my capabilities in this field with a strong experience in a software company. I am in search of an internship in developement for 12-16 weeks

WORK EXPERIENCES

10 week Internship at the church in Ste-Genevieve-des-Bois, France
During a 10-week internship, I developed and deployed a website using NextJS on Vercel, incorporating an SVG file of a cemetery map. The project involved creating 'tour routes' by grouping notable figures into categories (poets, writers, military, aristocrats, etc.). Additionally, geolocation was implemented so visitors at the cemetery could see their location on the map and check if they were near a grave on their chosen route

University Group Projet
September 2023 - January 2024
Over five months, in a team of three, we developed a website for BMW Motorrad based on detailed specifications. We created UML diagrams and Merise models to design the database, then developed the site using Laravel. Features included accessory purchases, motorcycle selection and reservation, a shopping cart, and a user account section. The project followed the SCRUM methodology.

University group project
January 2023
For one month, in a group of three, we developed a 2D game using C# and WPF. We created the map, the character, and NPCs. The player could freely move across different areas (such as a bedroom, forest, and courtyard), open chests, and engage in a turn-based combat system.

INTERESTS

- Video-games (open-world, strategy, action-RPG)
- Programmation
- Reading fantasy

REFERENCES

Luc DAMAS, assosiate professor, IUT Annecy: luc.damas@univ.smb.fr

Stephanie VIBRAC, professor, IUT stephanie.vibrac@univ.smb.fr