

NATHANAEL BALÉ

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[LinkedIn](#) - [Portfolio](#)

OBJECTIVE

Passionate recently graduated full-stack web developer.

With a user-centric approach and a constant focus on performance, I design intuitive interfaces and robust backends. Curious and in continuous technological watch, I stand out for my team spirit, my rigor and my problem-solving skills, bringing innovative solutions to projects.

SKILLS

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- **Languages spoken:** French and English (fluent)
- **Programming:** Java • Python • C# • C++ • JavaScript • HTML/CSS • React • Node.js
- **IDE :** Netbeans • Android Studio • Visual studio • Visual Studio Code
- **Project Management:** Jira • Trello
- **Version Manager:** Git • Bitbucket
- **Databases:** MySQL • MariaDB • MongoDB

EXPERIENCE

Web Developer | Win Technologies

DEC 2024 – MARS 2025

Website design and development of 3 websites (frontend and backend). Performance optimization for different devices, web application security, maintenance, and debugging. Collaborate with teams to design solutions tailored to user needs (between 200,000-500,000 users) and business goals.

Developer (Intern) | Win Technologies

OCT 2024 – DEC 2024

- Development of responsive front-end interfaces for a smooth user experience.
- Implementation of server logic and secure data management.
- Third-party API integration and application performance optimization.
- Deploy, maintain, and resolve technical issues while ensuring application scalability and security.

Web Developer (Intern) | Groupe Malhborough inc

JUL 2024 – SEPT 2024

Development of a web extension for the enterprise using Python (Flask) for the backend and JavaScript (Node.js) for the server. Third-party API integration (heyGen, elevenLab)

EDUCATION

Web Programming and Technologies (AEC) | Collège Universel - Montreal

2022 – 2024

CERTIFICATIONS

Diploma in HTML, CSS3 and Javascript | ALISON

Diploma in Python Programming | ALISON

Java Programming Masterclass | ALISON

PROJECTS

My3DMaker (JavaFx) | Transforming Drawings into 3D Objects

Personal project to transform 2D drawings into 3D objects from front and profile images. Users can import drawings that are then extracted and converted into 3D models. The app also allows you to create groups to change the coordinates of certain parts of the drawing for advanced customization.

Key features:

- Converting 2D drawings to 3D objects from face and profile views
- Extracting and transforming images into 3D models
- Grouping system to selectively adjust coordinates

Technologies used: Java, OBJ format management, JavaFX, Swing, GitHub

MathFight (GDscript)

Personal project developed with the Godot game engine and GDScript, a language inspired by Python. The game offers a unique experience where the fights are based on the resolution of mathematical equations.

Key features:

- Educational battles where a mathematical equation appears on the screen
- Answer choice: A correct answer allows you to continue the actions, while a wrong one causes a loss of health points
- Engaging dynamic mixing reflection and action play

Technologies used: GDScript, Godot Game Engine, GitHub

Movie Heaven (Java EE /JavaScript)

Personal project designed to offer a movie rental platform with a modern and intuitive interface. The app allows users to browse, search, and rent movies while providing a smooth experience across different devices.

Key features:

- Responsive and user-friendly interface
- User Login and Registration
- Display of all movies and catalogs
- Advanced search by name, year or alphabetical order
- Viewing film details
- Add movies to the cart for easy rental

Technologies used: React.js, HTML5, CSS, Node.js, Java EE, REST API, pgAdmin, GitHub and Trello

HOBBIES

Long Jump - Volunteering (Beneva Marathon) – Volleyball -Basketball