BAPTISTE LACROIX

STUDENT SOFTWARE ENGINEER

SUMARY

As a fourth-year engineering student at Polytech Nice Sophia, I specialize in Computer Science with a focus on software architecture. I am eager to broaden my horizons and gain practical experience in an international setting. From May 12th to August 29th, 2025, I am available for a minimum 9-week internship abroad. I am highly motivated to learn, grow, and contribute to a dynamic team.

CONTACT

- 07 82 89 74 38
- France, Saint-Laurent-du-Var, 06700
- Portfolio (Link)
- contact@baptiste-lacroix.fr

SKILLS

Advanced
- Java (Spring, Jax-RS)
- PL/SQL
- Python
- Typescript
- Android Studio

Intermediare
- PHP
- React
- C

Beginner
- BabylonJs

EDUCATION

Master in Computer Engineering
September 2023 - August 2026
Polytech Nice Sophia, France

Computer Science BUT
September 2021 – July 2023
University Institute of technology Nice Côte d'Azur

LANGUAGES

- French - Native
- English - TOEIC (815)

EXPERIENCE

Software Developer - Work-Study Program
Airbus Defense And Space • Sep 2023 – recent

- Spearheaded the transition of a software application to a web-based version, enhancing accessibility and user experience.
- Developed a robust RESTful API with Spring Boot, Swagger and Docker.
- Designed and implemented a graphical user interface for a web client, improving interaction and usability with React and Typescript.

Fullstack development - Internship
Busit SAS • apr 2023 – aug 2023

- Development of different tools for the application
- Python (IA), PHP, Typescript, React, MUI

ACADEMIC PROJECT

KillBique game
Java (JavaFX), Socket, TCP/UDP

- Led a team of eight individuals to design and develop a networked game using JavaFX and the MVC design pattern.
- Implemented gameplay functionality using TCP/UDP protocols to ensure smooth network performance.

Directory Website
Python (Flask), Javascript, Active Directory

- Developed a web application for easy interaction with Active Directory, enabling precise employee searches and displaying comprehensive information.
- Implemented administrative features for database management, including user account handling, ensuring data accuracy and integrity.

Games on Web 2024 contest - 3rd Place
Typescript, React, BabylonJS, NextUI, TaldwinCSS

- Participated in a web game development competition using Babylon.js. Collaborated in a team to create a 3D browser game based on the theme "Olympic Edition," securing third place among numerous university teams. Delivered a full game prototype, including source code, a gameplay video, and a live demo URL.

MORE

Github (Link)