LUC BILLAUD

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in luc-billaud   ⌗ Billuc   🌐 billuc.github.io

SKILLS

C# | Python / Jupyter
Javascript / Typescript
HTML / CSS | SQL | Java
GLSL | PHP

React | Vue.JS | ASP.Net
Svelte | Unity | Flask
Symfony | JavaEE

Windows | Linux | Docker
Kubernetes | Git / Git CI
Microsoft Azure | SVN

STRENGTHS

Autonomous | Teamworking
Problem solver
Adaptable | Organized

LANGUAGES

French: Native

English: Fluent / C1

German: Intermediate / B2

EXPERIENCE

Fullstack Developer | Dative (industrial software editor) | 🌐 ⌗

📅 2021 - 2023   📍 Lyon Saint-Exupery, France

- Developed new features in order to match our customer's needs
- Increased test coverage by more than 20 percent
- Created tools in order to increase the team's efficiency
- Technologies used : C#, Vue.JS, Docker, Kubernetes, Microsoft Azure, Github + CI, Python, LoRa

VR research intern | LIRIS (IT laboratory)

📅 2021   📍 Villeurbanne, France

- Created a protocol to dynamically stream compressed 3D meshes to a VR headset
- Implemented, evaluated and compared different strategies and metrics
- Tools used: C# / Unity, JS / Babylon.js, Matlab, Python, GLSL

Intern | HARDIS GROUP (IT service company)

📅 2020   📍 Lyon, France

- Gathering and analysing requirements, communicating with the stakeholders, following an Agile management
- Developing a tool for analysing an Excel management tool's data
- Tools used: Excel, VBA

Treasurer and Developper | Associations INSA Esport & FIIG (video games)

📅 2018 – 2021   📍 INSA Lyon, France | 🌐 🌐

- Organized tournaments with up to 40 participants on different games
- Managed the treasury and led the meetings with the executive boards
- Developed websites in less than 2 months for associations in my university (React.JS, Python / Flask, Github CD)

EDUCATION

Master of Science in Computer Science and Engineering | INSA Lyon

📅 Sep 2016 – Jul 2021   📍 Villeurbanne, France

ERASMUS academic exchange | Stockholm's University

📅 Aug 2020 – Jan 2021   📍 Stockholm, Sweden

PROJECTS

Tri Select'IF | 🔷 🌐

📅 2020

- As a team of 6, developed an app to help children learn how to sort waste
- Languages and tools used: Unity + C#, Gitlab + Issues Boards, Photoshop