



# LUC BILLAUD

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Billuc  
billuc.github.io

Villeurbanne, France

## SKILLS

Java / JavaEE Python

HTML CSS

Javascript / React

C# + Unity SQL

XML / XSL

Windows Linux

Git / Git CI SVN

Adobe Suite

Microsoft Office Tomcat

HTTP

## STRENGTHS

Autonomous Teamwork

Problem solving

Adaptability Organized

## LANGUAGES

French: Native

English: Fluent / C1

German: Intermediate / B2

## EXPERIENCE

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

Intern in the R&D service | [Everwin SX \(ERP software editor\)](#)

2019

Villeurbanne, France

- Integrated APIs into the existing application, upgraded and improved code
- Tools used: Java, HTML, ExtJS, CSS, Maven, Gradle, SVN

Treasurer | [Association INSA Esport \(video games\)](#)

2018 - 2020

INSA Lyon, France

- Organized tournaments with up to 40 participants on different games
- Managed the treasury and led the meetings with the executive boards

## EDUCATION

Master of Science in Computer Science and Engineering | [INSA Lyon](#)

Sep 2016 - Jul 2021

Villeurbanne, France

- Ranked 39th out of 770

ERASMUS academic exchange | [Stockholm's University](#)

Aug 2020 - Jan 2021

Stockholm, Sweden

## PROJECTS

Websites of associations INSA Esport & FIIG |  | 

- Developed websites in less than 2 months for associations in my university
- Tools used : React, Python (Flask), HTML, CSS, JS, Git (CI)

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