LUC BILLAUD

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SKILLS

C#   Python / Jupyter
Javascript / React / Vue
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 - 2022 📍 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

End of studies 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