

Clément Torti

Software/Web Developer - Enseeiht Engineer



EDUCATION

2017	Scientific baccalaureate - European english HIGHEST HONOR <i>Albert Londres high school, Cusset, France</i>
2017-2019	University of Technology Diploma in Computer Science VALEDICTORIAN <i>Computer Science University, Clermont-Ferrand, France</i>
2020-2023	Engineering school in apprenticeship (aka master) IT and networks <i>INP Enseeiht, Toulouse, France</i>
2022	University exchange semester MOBILITY INCLUDED IN THE ENGINEERING COURSE Master in Computer Science and Networking <i>Universidad Complutense de Madrid</i>

PROFESSIONAL EXPERIENCE

DEC 2020 – SEP 2023 (APPRENTICESHIP)
Edevice, Bordeaux, France
Developer/Tester

IT company providing connectivity solutions to the healthcare industry. In charge of the design, development and execution of automated test scripts for electronic boards and web applications. Final year project on the development of a web application for test script generation. Full-stack development based on a MEAN architecture.

APR 2019 – JUN 2019 (INTERNSHIP)
ECS Digital, London, UK
Fullstack developer

Renamed GlobalLogic, a London-based digital transformation service company. Team development of a web application used internally to perform peer reviews. Fullstack development based on a MERN architecture. Discovery of devops tools and communication training in English.

JUN 2018 - JUL 2018 (INTERSHIP)
Yansys, Vichy, France
Mobile Developer

Medical software company. In charge of the development of the mobile version of Hurry-Can, a web application for patient-doctor messaging. IOS development in swift within an agile team.

HOBBIES

TECH	Follow-up of the daily technological news, mainly advances in VR, AI and Apple products.
LANGUAGES	Participation in language cafés, trips and self-taught language learning.
MUSIC	Flamenco guitar.

French
Driving licence
9 rue des Marguerites, 33281 Mérignac, France
+33 6 25 77 31 94
clement.torti@hotmail.fr
clementtorti.wixsite.com/website
<https://www.linkedin.com/in/clément-torti>
<https://github.com/Clement-Torti>

"Passionate about computer science, I like to explore new technologies and collaborate in team. I would like to join a team of developers working in agile mode in a dynamic and innovative company."

LANGUAGES AND TECHNOLOGIES

TRAINED	C++, C#, Ruby, Ocaml
USED	Python, PHP, Bash, MySQL XAML, Latex
WIDELY USED	Java, Javascript, HTML, CSS, Swift
DESIGN	UML, Merise
IDE	VSCode, XCode, IntelliJ
WEB	ReactJS, Angular, NodeJS, Cypress, Jest MEAN/MERN Stack
DATABASE	Oracle, Mongo, PL/SQL
DEVOPS	AWS, Docker, Gitlab-ci
OS	MacOS, Ubuntu, Windows 10 IOS, Android

NOTABLE SKILLS

Git
Systematic use of git and its branch workflow, facilitating teamwork.

Agile
Agile methodology acquired in previous professional experiences.

Design patterns
Good knowledge of the design patterns I use in my projects.

Rigorous documentation and testing
The medical informatics environment has trained me in the rigour of documentation and testing, which are essential for obtaining certifications.

COMMUNICATION

FRENCH	Native.
ENGLISH	C1, Autonomous. Experience abroad.
SPANISH	Autonomous. Experience abroad.

PORTFOLIO

Portfolio available on the following pages and in detail at:
<https://clementtorti.wixsite.com/website>



Project Name (platform)	Description	Context	Languages and technologies	Acquired skills
LIBRARY MANAGEMENT (Console)	Console application to manage books in a fictional library. CRUD functionality for books of different genres. CRUD functionality for readers. Management of loans, late returns, and searches by genre and author. Use of data persistence.	Entity: IUT Date and duration: 2017 - 2 months Role: Lead developer Team member: Florent Becouze	C StarUML GCC Notepad++ Git	<ul style="list-style-type: none"> • Programming algorithmic concepts in a concrete project: merge sort and exchange sort, binary search. • Management of relational data structures using low-level dynamic pointer arrays. • Reading and writing binary files. • Creation of a user menu for a console application.
TOURNAMENT TREES (Desktop)	This application is a multi-sport direct elimination tournament manager designed for organizers. It allows to create individual or team tournaments, add participants, enter scores as they occur to determine a winner, and print the tournament tree.	Entity: IUT Date and duration: 2018 - 2 months Role: dev Team member: Damien NGuyen	C#, XAML StarUML, Balsamiq mockup, Draw.io Visual Studio SVN	<ul style="list-style-type: none"> • Software design: class diagram, package, sketch, use cases. • Proficiency in C# programming (classes, structures, instances, abstraction, inheritance, interfaces, polymorphism, encapsulation). • Management of collections (arrays, lists, dictionaries), events, DataTemplate, data-binding, use of LINQ. • Development of a desktop application with installer, ergonomics and accessibility, custom components, data persistence, rigorous code documentation.
ARTIKLATOR (Web)	This is a website that aggregates news from multiple news sites by reading their RSS feeds. This site allows all visitors to access the content. Users logged in as administrators can modify the referenced sites.	Entity: IUT Date and duration: 2018 - 2 months Role: Lead developer Team member: Florent Becouze	PHP, CSS, HTML, MySQL StarUML, Balsamiq mockup, Draw.io PhpMyAdmin Sublime text SVN	<ul style="list-style-type: none"> • Organized according to the MVC design pattern. • Used cookies to sort articles by type. • Implemented sessions for the admin role. • Ensured password security in the database by hashing and verifying the role for each admin action. • Read and parsed RSS feeds.
SPEED TYPING (Mobile)	This is an Android mobile game to test a person's typing speed. Words appear and gradually descend, increasing in speed. The game offers a persistent high score system and allows to take a photo of the winner.	Entity: IUT Date and duration: 2019 - 2 months Role: Lead dev Team member: Jonathan Point	Java Android SDK StarUML, Balsamiq mockup, Draw.io Android Studio Git	<ul style="list-style-type: none"> • Creation of xml views with appropriate components, use of Intents, use of fragments. • Modification of the manifest and resource qualification. • Organization in MVC and use of design patterns (observer and factory). • Mastery of the application life cycle, dynamic permission management, light and deep persistence management, custom adapter coding.
BATTLESHIP (Desktop)	This program aims to recreate the game "Battleship". One player faces an artificial intelligence whose difficulty level can be chosen. At the end of the game, the player's score is recorded if they win and will be visible on the scores table on the home page.	Entity: IUT Date and duration: 2019 - 2 months Role: Lead dev Team member: Florent Becouze	Java, JavaFX StarUML, Balsamiq mockup, Draw.io IntelliJ Git	<ul style="list-style-type: none"> • Organized using MVC pattern. • Rigorous documentation including the use of UML modeling language, use cases, and an execution plan. • Use of different types of media (sound, music, images, GIFs) and various design patterns (decorator, template method, strategy, simple factory, observer). • Reading and writing text files to store scores.
OLLIE REMOTE (Mobile)	This is an application that allows the user to control the Ollie robot in different ways, using either Joystick or Pad mode. The Pad mode allows the user to draw a trajectory that the Ollie will follow.	Entity: IUT Date and duration: 2019 - 2 months Role: Lead dev Team member: Florent Becouze	Java Android SDK StarUML, Balsamiq mockup, Draw.io Android Studio Git	<ul style="list-style-type: none"> • Use of an SDK. • Sending Bluetooth commands. • Mathematics of the trajectories related to the Pad.

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BOOK7 (Desktop)	This application was designed for students of ENSEEIHT. It is a digital notebook manager that simulates a handwritten notebook while offering the flexibility of digital tools. It allows the inclusion of code, PDFs, and images, as well as the separation of the notebook into lectures, tutorials, and practical work, and the organization of notebooks into modules.	<i>Entity:</i> ENSEEIHT <i>Date and duration:</i> 2021 - 3 months <i>Role:</i> Product Owner / Scrum master 5 people (Agile): <ul style="list-style-type: none"> Nassim Bennouar Phillippe Lopes Anna Stephany Alexandre Le Lann 	Java, JavaFX Clickup, Discord StarUML, Balsamiq mockup, Draw.io Git	<ul style="list-style-type: none"> Managed a team as a Scrum master: technological watch, weekly meeting, assistance. Definition of weekly deliverables. Development organized in pair programming.
GENEALOGICAL TREE (Console)	This is a console application that allows the user to create and modify a genealogical tree.	<i>Entity:</i> ENSEEIHT <i>Date and duration:</i> 2021 - 1 month <i>Role:</i> dev Individual	ADA VSCode Gnat Git	<ul style="list-style-type: none"> Adherence to the principle of single responsibility, encapsulation, and generality. Testing for each module. Use of a binary tree data structure of pointers. Application of binary tree algorithms.
WHITEBOARD (Web)	This is a website that contains an editable canvas/board that can be shared live between multiple users.	<i>Entity:</i> ENSEEIHT <i>Date and duration:</i> 2022 - 2 months <i>Role:</i> Lead developer <i>Team member:</i> M��rick Poudret	Java, HTML, CSS Linda-TSpace Git	<ul style="list-style-type: none"> Creation of a shared tuple space, inspired by the Linda model. Concurrent access. Fault tolerance through a backup server. Middleware: mono-server architecture with several concurrent clients.
HURRY-CAN (Mobile)	A mobile application for transmitting medical documents or sensitive data to third parties who are not equipped with MS-Sant�� messaging. This application allows doctors to correspond with their patients or clients in a controlled manner.	<i>Entity:</i> Yansys company <i>Date and duration:</i> 2018 - 2 months <i>Role:</i> mobile developer 4 people (Agile)	Swift, Python XCode Django REST StarUML, Balsamiq mockup Jira Git	<ul style="list-style-type: none"> First professional experience in an agile team. Use of the Hurry-Can web API. Improved skills in mobile development. Compliance with the GDPR (General Data Protection Regulation).
FEEDBACK TOOL (Web)	Full-stack web application used for peer evaluation within the company. Every 6 months, ECS employees are invited to answer questions about other employees in the company. This helps the hierarchical manager understand to what extent each employee adheres to DevOps practices. This tool automates this process. Employees are also able to leave feedback on other employees at any time.	<i>Entity:</i> ECS Digital <i>Date and duration:</i> 2019 - 3 months <i>Role:</i> Fullstack dev 3 people (DevOps): <ul style="list-style-type: none"> Louison Bellec Kouros Aliabadi (Scrum master) 	Javascript, HTML, CSS, YAML StarUML, Balsamiq mockup, Draw.io Trello React JS, Express, Node JS MongoDB, Redis db VSCode GitLab-CI, Docker Cypress, Jest Git	<ul style="list-style-type: none"> Development according to DevOps principles with automated testing and deployment. Implementation of sessions with tokens encrypted with multiple secret keys. Upskilling in the use of web frameworks. Technological watch for the project's new recruits, professional training, and client presentation in English.

Project Name (platform)	Description	Context	Languages and technologies	Acquired skills
HGOMICRO / ETESTER (Web, Embedded)	Integration tests of the HGoMicro electronic board and its medical peripherals performed using Python scripts. The HGoMicro is a data transfer hub provided by medical peripherals to dedicated servers. In-house development of a tool called eTester to automate script writing without having to write code.	Entity: eDevice Company Date and duration: 2020-2023 Role: Developer/Tester Embedded team of 4 people (V-cycle): <ul style="list-style-type: none"> • Benoit Gorostidi • Guillaume Lavigne • Julien Pernet • Pierre-Michel Simon 	Python, Shell, Javascript, HTML, CSS VSCode, GitHub Copilot SVN, Git PyQt, Phidget Putty, WinSCP Angular, Express, Node JS MongoDB Balsamiq mockup, Draw.io Trello, TeamGantt Postman, BugZilla	<ul style="list-style-type: none"> • Gained skills in embedded Linux and integration testing. • Developed Python test scripts using specialized automation libraries. • Gained skills in documentation according to the V-cycle: design modification, product specification, protocol, recipe, and bug report.
TWOCAN (Web)	A variant of the HGoMicro with an integrated algorithm for detecting dangerous medical measurements. Provides an online platform for doctors to access data. Responsible for front-end integration testing.	Entity: eDevice company Date and duration: 2020-2023 Role: Developer/Tester Agile Web team of 4 people: <ul style="list-style-type: none"> • Souksavanh Xayavong • Lucas Artel • Thibaud NGuyen • Greg Ribaloff 	PHP, CSS , HTML, MYSQL Bugzilla, Postman Cypress Symfony, WAMP VSCode, GitHub Copilot Microsoft Office suite Git	<ul style="list-style-type: none"> • Developed skills in documentation following the V-cycle process: Design, Product specification, Protocol, Acceptance testing and Bug report. • Developed skills in integration testing using Cypress. • Wrote database population scripts and provided occasional help with Symfony development. • Implemented "GitLab issues" to speed up the reporting process.
PERSONAL PROJECTS (Mobile, Web)	I have completed several small personal projects such as: <ul style="list-style-type: none"> • <i>3moviesperday</i>: a MERN web application for recommending 3 movies per day, randomly chosen from the IMDB API. • <i>Espagnol pour les nuls</i>: an iOS application in Swift for learning Spanish through dynamic exercises of conjugation, vocabulary, and oral expression. • Swift clones of existing mobile applications, such as Flappy Bird, Doodle Jump, Tic Tac Toe, Hangman, Instagram, etc., which were not commercialized. 			