


THÉO AJAVON


Student & Software Engineer

CONTACT

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LANGUAGES

French - Native

English - Fluent

Career Summary

Junior software developer currently seeking an internship to apply analytical, problem-solving, and coding skills. Gaining expertise in algorithms, scripting, and API integration at 42, one of the world's most innovative schools. Ready to contribute to cutting-edge projects.

Skills

- Object-Oriented Design & Programming
- Data Structures & Algorithms
- Programming Languages : Python, C++, C, JavaScript, Swift
- Web Frameworks & Libraries : Selenium, Regular Expression, PyTest, Vue.js, Flutter, Tailwind CSS
- DevOps & Databases : Docker, Firebase, SQLite
- Client-Server Protocol & API Design
- Debugging, Unit Testing & Critical Thinking
- Clean Code Practices

Relevant Experience

Freelance Swift Developer

SamaraCG | Remote - Paris, France | December 2022 - February 2023

Role Overview : Conceptualized and developed "WaveSpace", a sneaker management application for SamaraCG, a leading group in sneaker reselling. Identified the need for a specialized tool and led the project from conception through to launch, significantly enhancing management capabilities for resellers.

Main Tasks :

- Translated customer requirements into functional software by creating specifications, coding, and ensuring client satisfaction.
- Created interactive prototypes and wireframes using Miro and Figma.
- Deployed the application on TestFlight for beta testing.
- Implemented an authentication system using Firebase.
- Managed persistent data with CoreData and UserDefaults.

Key Skills Developed : Project Management and Development Lifecycle, UX/UI Design and Prototyping, Mobile Application Development and Deployment, User Feedback Analysis, Integration of Authentication Systems and Persistent Data Management

Education

42 School, Paris, France - 2023/2026

Student in Software Engineering

- Completed the core curriculum at 42, typically an 18-month program, in just 4 months and 16 days.
- Worked on numerous significant projects, enhancing skills in algorithms, programming, and software development.
- Demonstrated ability to excel in fast-paced environments and efficiently contribute to team-based projects.
- Currently pursuing a Master's degree in Computer Architecture Expertise.

Key Projects - Specialization - 2024/2026

Computorv1 (Solo Project) : Developed a program to solve polynomial equations up to the second degree using exponents. Gained experience with regular expressions, unit testing, and data structures.

Weather3D (Solo Project) : Created an iOS weather app using the OpenWeather API for real-time data. Developed skills in API integration, 3D modeling with Blender, UI development with SceneKit, and geolocation.

Swiftly-companion (Solo Project) : Built an iOS app using the 42 API with OAuth 2.0 to track and display student progress. Focused on API integration and user authentication, providing an introduction to mobile programming.

Key Projects - Core Curriculum - 2023/2024

Transcendence (Team of Three) : Developed a multiplayer Pong game integrated into a website using Django, HTML, CSS, and vanilla JavaScript. Gained skills in real-time functionality with WebSocket, UI/UX design, 3D graphics with THREE.js, and team collaboration.

Push_swap (Solo Project) : Created an algorithm to sort data on a stack with minimal operations, focusing on algorithm complexity and efficiency. Developed skills in algorithm analysis, memory management in C, performance optimization, and data structures.

Minishell (Team of Two) : Designed and implemented a custom shell in C. Acquired experience in system programming, process management, input/output handling, error management, and imperative programming.