


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, Java
- Web Frameworks & Libraries : Selenium, PyTest, Nuxt.js, Flutter, Tailwind CSS
- DevOps & Databases : Docker, Firebase, SQLite, OpenTelemetry
- Client-Server Protocol & API Design
- Debugging, Unit Testing & Critical Thinking
- Clean Code Practices

Relevant Experience

CACIB - Software Engineer Internship

Hybrid - Paris, France | Janvier 2025 - Present

Role Overview : Software Development Intern in the Transaction and Regulatory Reporting sector, contributing to the enhancement of enterprise technologies and the integration of AI and LLM models.

Main Tasks :

- Developing and implementing observability tools using OpenTelemetry.
- Collaborating with a Product Owner to enhance system monitoring for TRR.
- Participating in a Timeliness project to optimize the speed and accuracy of regulatory reporting.
- Researching and evaluating the integration of LLM models to automate and improve TRR processes.
- Working in a team on innovative solutions related to data and AI.

Key Skills Developed : Project Management and Development Lifecycle, Design patterns and Anti-patterns, Observability and Monitoring, Development and integration of LLM models into existing system, Collaboration with Product Owners and agile teamwork

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.