

THÉO DE MORAIS

Software Engineer internship

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Computer Science Engineering student (Master's level) with 2 years of experience in Full Stack Development. With working knowledge of Portuguese and English, I am looking for a 3-month Software Engineering internship starting in May 2026 to contribute to Agile development teams.

EDUCATION

2023 - 2027 - Computer Science Engineering

Engineering school CY Tech, Cergy, France

- *Engineering degree (Master level)*
- *Computer science : programming projects, Unix commands, operating systems, network architecture, cybersecurity, AI*
- *Mathematics : statistics, algebra*

2021 - 2023 - Integrated preparatory class

Engineering school CY Tech, Pau, France

Specializations in computer science, mathematics, physics

2018 - 2021 - High School Diploma

Paul Langevin high school, Beauvais, France

General and Technological Baccalaureate 2021, with honors

Specializations in mathematics and engineering sciences

HARD SKILLS

- Symfony, API Platform, React, Spring Boot, Tailwind CSS, JEE
- PHP, Java, JavaScript, SQL, PL/SQL, Python, C
- Git, Oracle, SQLTools, StarUML
- Agile Method (Jira, Confluence)

LANGUAGE

- French : Native language
- Portuguese : B2
- English : B2
- Spanish : B1

SOFT SKILLS

- Organization
- Autonomous
- Communication

INTERESTS

- Chess
- Sports : Badminton (3 years), Running, Gym

PROFESSIONAL EXPERIENCE

- Full Stack Software Engineer - Apprenticeship
French Ministry of Justice | January 2024 - present
Paris, France
 - Modernization & Dev: Developing HR management tools using Symfony and React.js.
 - Data Visualization: Implemented interactive dashboards using Chart.js and dynamic mapping with OpenLayers to visualize judicial staffing needs and simulations.
 - Legacy Optimization: maintained legacy apps (ASP Classic/PL/SQL) and optimized complex SQL queries to reduce load times by 50%.
 - Collaboration: Worked closely with functional teams (AMOA) to define requirements and wrote comprehensive technical documentation.

KEY PROJECTS

- **Distributed Actor Framework | December 2025**
 - Core: Engineered a modular Java framework implementing the Actor Model (Mailbox, Supervision, Dispatcher), leveraging Virtual Threads (Loom) for high concurrency.
 - System: Designed a resilient Hexagonal Microservices architecture using Kafka, Docker, and self-healing strategies.
 - Full Stack: Developed a real-time IoT monitoring dashboard with React 19 and WebSockets.
- **2D video game | May 2024**
 - Development of a 2D video game allowing control and interaction of a character within a world populated by creatures, NPCs, and objects in Java
- **French Institute for Restorative Justice | May 2023**
 - Proposal to redesign part of the IFJR website in HTML / CSS / PHP / JavaScript