THÉO DE MORAIS

Software Engineer internship

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Master's student in Computer Science Engineering with a strong Full Stack background. After 2 years at the French Ministry of Justice, I will be joining Natixis (Porto) as a Software Engineer in July 2026.

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**