


François DECAN

Software Developer

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 11/05/1994

Achievements



JChrome

A Java implementation of a web browser, using Rhino & JSoup.



P.E.Z Audio Player

A connected music library application developed for Android 5.0+. Automatically looks for cover arts through several APIs.



Eclipse

A 2D Puzzle/Platformer game using lights and shadows to modify the player's perception. Made with Unity.



Hire

A MEAN (MongoDB, Express, Angular, NodeJS) app designed to manage human resources easier.



Dynasty

A Real Time Strategy game developed in C#. For educational purposes.



Lambda Engine

A game engine written in pure Javascript presenting various collisions between circles, points, AABBs, OBBs and K-DOPs.



T.S.P Solver

A solver to the Traveling Salesman Problem using a frontend in RequireJS and using GMap Api. It communicates through WebSocket with a C++ backend running Little's algorithm.



Professional Experience

Mai – Juillet 2016 Intern at KAPIA Solutions

- Development of an AngularJS app communicating through a REST java webservice with an Oracle database.
- Management of the Git workflow.
- Maintenance a NodeJS packaging tool using gulp task manager.
- Usage of the SCRUM project management methodology.

2014 – 2016 Ambassador at ISEN Lille

- Introduce the school to students.
- Present the premises during Open House.



Educational Background

2016 – 2017 UQAC, Chicoutimi, CA

Last year of master degree in IT focused on video games. Double diploma in partnership with ISEN.

2015 – 2016 ISEN, Lille, FR

Five years degree in Software Development and Big Data in an engineering school specialized in IT and electronics.

2011 – 2015 ISEN, Lille, FR

Acquisition of the Bachelor Of Technology : Three years certification in mathematics, physics and IT.

2009 – 2011

Guillaume Budé High school, Limeil-Brévannes, FR
High school diploma in Science passed with distinctions.



Specific Skills



Software : C++, C#, Java, .NET.

Scripting : Python, Bash.

Web : HTML, CSS, JavaScript, NodeJS, Express, AngularJS.

Databases : PostgreSQL, MongoDB.

VCS : Git, SVN.

IDEs : Netbeans, VisualStudio, AndroidStudio, Eclipse, Atom, WebStorm.

Game Engines : Unity 5, Unreal Engine 4.

Others : Adobe Suite, MS Office, Ableton Live.



Hobbies

