eric perlinski

IT engineer

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Education

| 2016–2013 | **Computer Engineering Degree** | Telecom Nancy, Villers-Lès-Nancy, France |

Specialized in Software Development, equivalent to or better than a Master's Degree in Computer Science.

IT Lectures followed :
Safe system's design, Distributed systems and application, Artificial Intelligence, Software Engineering, Advanced Software Engineering, Advanced Databases, Object Oriented Programming, Parallel Algorithms, Web development, Advanced Systems & Networks, Compiler's creation, Digital Image processing.

Non-IT Lectures followed :
Mathematics, Statistics, Accounting, Finance, Law, Project Management, QA Management, Production Management

| 2013–2011 | **Computer Science DUT** | University of Lorraine, Metz, France |

Granted after 2 years in Higher Education

I studied computer science basics such as software development, networking, databases, Compilation, Objected Oriented Programming and Shell scripting.

Work Experience

Software Engineer at LOGOS IT Services

| Oct. 2016–Today | **Clearstream Services S.A.** | Kirchberg, Luxembourg |

IT Consultant (C++, Perl, Oracle DBMS, PL/SQL)

As part of the Custody back-end development team, I work on the different Clearstream's Custody back-end applications such as Custody, Custody_TI and NASA. My work consists in adapting the behaviour of these applications to new requirements. In that purpose, I carry out C++ developments using the various tools and frameworks that are available such as the Ti framework. Due to the fact that Clearstream's applications are using Oracle are a database managment system, I also carry out SQL and PL/SQL development. I also do Perl and Shell scripts development in order to implement unit tests and regression tests to ensure that the development that has been done is correct but I also fix the different problems that can appear during technical and business acceptance tests phases.

Work environment
C++, C, Perl, Shell scripting (ksh, sh), Oracle DBMS, Oracle Advanced Queuing, Ti / Oxi Framework, RHEL

Internships

2016 (6 months)   **LOGOS IT Services** Alzingen, Luxembourg

Software engineer intern (Java, JEE, GWT)

As part of my graduation internship, I worked on the development and the maintenance of LOGOS's ERP. This ERP is used to collect, store and manage data from business activities. All data were stored in the same database scheme resulting in possible security issues. I had to find a way to fix these issues by splitting the database scheme and splitting the ERP. The work done consisted in following all the different steps that could be find in a V cycle, which means bug-fixing, writing specifications, design and development of a solution. It also consisted in deploying the proposed solution in tests and production environment and providing support to the end users.

Work environment
Eclipse, Windows Linux, Java/JEE, Tomcat 7, MySQL 5.7 / SQL, GWT / Sencha GXT, Guice, JPA / Hibernate, HTML / XML / CSS, Jenkins, Nexus, Maven, JIRA

2015 (2 months)   **Starburst Computing** Loria Laboratory, Vandoeuvre-Lès-Nancy

IT intern (C++,Unreal Engine 4)

During my second year internship, I was part of the Starburst Computing team. They worked on a way to mutualize capabilities of devices connected through local area network. In order to illustrate the concept, they wanted to link two different devices through a video game that is running on two different game engines. I created a C++ adapter between Starburst Engine and a video game engine. Also, I managed to create a complete video game using Unreal Engine (Artificial Intelligence, level design, gameplay features and sound design) that uses the C++ adapter.

Interdisciplinary Research project

2015   **Loria Laboratory** Vandoeuvre-Lès-Nancy, France

IT developer (C, C++, C#, Unity3D)
The project was part of a research work on distributed artificial intelligence calculations. I managed to create a client-server application in C++ that interacted with a C# video game engine by using ZeroMQ as a middleware. The aim was to do pathfinding calculations outside of the game engine. I also created a complete demo in order to have a proof of concept.

Skills

IT Skills
C++, C, Perl, Shell Scripts, SQL, PL/SQL, Oracle databases, OAQ, Mysql, Git / Mercurial / Clearcase / Svn, Jenkins, Nexus, Maven, C#, Java / JEE, ZeroMQ, RabbitMQ, Python, PHP, JavaScript, JQuery, (x)HTML & CSS, RHEL, Debian GNU/Linux, Windows, Apache, Tomcat, IIS, Capital Markets Certification

Languages
French mother tongue, English (Toeic : 875), A little German & Japanese

Interests

professional: Programming, Software design & engineering, Artificial Intelligence, Distributed calculation
personal: Programming, News, Music, Movies, Video games, Japanese Animation