Quentin Bailleul

Curriculum Vitae

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Education

2013-2015	**Master IAGL**, *Université de Lille 1*, France.
2012-2013	**Licence 3 / Baccalauréat Informatique**, *Université de Chicoutimi*, Canada.
2009-2012	**Licence Math-Info**, *Université du Havre*, France.
2008-2009	**Bac Scientique**, *Option Sciences de l'ingénieur*, Lycée Robert Schuman, Le Havre, France.

Computer Skills

Avancé	Java EE (Spring Boot), C#/.NET, C/C++, Html/Css, Scala/Akka, SQL, Shell, Android, Ruby on Rails, JavaScript (NodeJs), LaTeX, Linux, Windows
Intermédiaire	AngularJS, NodeJs, JQuery, PowerShell
Bases	Python, Perl, Lisp, Go

Work Experience

2016–Present	**Software engineer**, Atos, Seclin, France.

Assignment to FOT :
Design of software multiplatforme (Mac + Pc) for creation of publications, aiming at the modification by Indesign, the impression of mass and the dematerialization of papers documents

Back-End development with :
— SpringBoot Framework (Java)
— Reactor (Java)
— Docker

2015-2016	**Software engineer**, Cimail, Marc-en-Bareuil, France.

Integration, maintenance and conception(design) of a software CRM for multiple customers : Uneo (Mutual insurance company), Aegide (real estate) and Cimail (Internal). Update of the bases solutions(version 2011 to 2015). Design of Web services and scheduled tasks for an Azure platform implementation

Back-End and Front-End development
— Microsoft Dynamics CRM (C#)
— Microsoft Web Services (WCF)
— Azure Services
— JavaScript/JQuery

Projects

Personnal

2015-Present	Secure website design with Ruby-on-Rails framework, with Docker usage
2012-Present	Design and support of a development platform (based on Fedora) : Scripts bash, python et perl + Windows manager

School

2013-2015	2 years (School + Work) Projet :
	Work on an Artificial neural networks Simulator in Scala, with Akka use. The purpose was to realize the core of a simulation engine based on a spike model.
2013-2015	Groups projects using agile methods (Scrum)
2014	M2 Project : Participation in the conception(design) of an Android application to help the elderly. Release management of the application's integration server (Debian Server, Docker, Jenkins).
2013	L3 Project : Project of improvement of one video games. Implementation of an Artificial intelligence by using Data mining and neural network. Improvement of the Multi-agents system (C++)

Languages

French	**Mothertongue**
English	**Parlé/Écrit**
Spanish	**Bases**