



## Frédéric Kah

**ID:** 190775N50197 | **Date of birth:** 11/12/2004 | **Nationality:** French | **Phone number:** (+33) 0784856541 (Mobile) | **Email address:** [frederic.kah.ndf.a@gmail.com](mailto:frederic.kah.ndf.a@gmail.com) | **Website:** [https://frkah.github.io/webdev\\_site\\_portfolio](https://frkah.github.io/webdev_site_portfolio) | **LinkedIn:** [Frédéric Kah](#) | **Address:** 8 Avenue Principal Pastour, 06600, Antibes, France (Home)

### WORK EXPERIENCE

 **WORLDLINE** – PARIS, FRANCE

**Business or Sector** Financial and insurance activities | **Department** LIQUIDITY | **Website** <https://worldline.com/>

**SOFTWARE DEVELOPER** – 23/06/2025 – 21/07/2025

- Designed and developed an automatic SQL query rewriting tool in **Python** to ensure compatibility between **Oracle** and **PostgreSQL**.
- Implemented syntax transformations for Oracle-specific constructs (e.g. NVL, COALESCE, (+), "DELETE without FROM) into standard SQL understood by both databases.
- Built a parser to analyze and rewrite SQL queries embedded in .c, .pc (Pro\*C), .sh, and .sql files.
- Developed a **user-friendly HTML report system** that:
  - Displays successful and failed rewrites with a **diff view** of original and modified queries.
  - Includes a **navigation sidebar**, **search functionality**, and **error logging** for manual review.
  - Groups results by file and query line number for traceability.
- Ensured the tool runs efficiently in a continuous integration environment.
- Contributed to internal tooling and code maintainability within the LIQUIDITY team.

### EDUCATION AND TRAINING

09/09/2024 – CURRENT Sophia Antipolis, France

**CURRENTLY ENROLLED IN ENGINEERING DEGREE EURECOM**

- Embedded systems design, simulation & validation (UML-based, real-time firmware)
- Hardware–software co-design and integration in IoT, robotics, telecom
- Machine learning & AI for embedded systems (supervised, reinforcement & deeplearning)
- Software development methodologies, formal verification, continuous integration
- Innovation, project management, entrepreneurial thinking in tech projects

**Website** <https://www.eurecom.fr/en/node/388> | **Field of study** Information and Communication Technologies |

**Level in EQF** EQF level 7

05/09/2022 – 14/06/2024 Paris, France

**SCIENTIFIC PREPARATORY CLASSES FOR ENGINEERING SCHOOLS (CPGE MPSI / MP)** Lycée Charlemagne

**Website** [https://pia.ac-paris.fr/serail/jcms/s1\\_2107661/fr/cite-scolaire-charlemagne](https://pia.ac-paris.fr/serail/jcms/s1_2107661/fr/cite-scolaire-charlemagne) | **Level in EQF** EQF level 5

02/09/2019 – 10/06/2022 Paris, France

**FRENCH BACCALAURÉAT – SCIENTIFIC TRACK - EUROPEAN OPTION (MENTION : VERY GOOD)** Lycée Notre Dame de France

**Website** <https://www.notredamedefranceparis.fr/> | **Level in EQF** EQF level 4

### LANGUAGE SKILLS

Mother tongue(s): **FRENCH**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C1	C1	C1	C1	C1
ITALIAN	A2	A2	A2	A2	A2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

● SKILLS

Programming Skills

computer programming | Python (computer programming) | SQL | database management systems | use object-oriented programming | use markup languages | analyse software specifications | develop software prototype | use software design patterns | use software libraries | debug software

Soft Skills

manage engineering project | think creatively | cooperate with colleagues | work as a team | think analytically | project management | Good listener and communicator

Language Skills

interact verbally in English | write English | understand spoken English

Other Technical Skills

provide technical documentation | engineering processes | interpret technical requirements | define technical requirements | create solutions to problems

● HOBBIES AND INTERESTS

Music

I play guitar and enjoy writing original rock songs, both instrumental and with lyrics.

Independent Video Game Development

I enjoy creating video games as a personal project, combining programming, original music composition, and both 2D and 3D art.

Roleplaying

I write and run original roleplaying game campaigns for groups of players. This activity involves worldbuilding, storytelling, and real-time improvisation to adapt to player choices and create engaging collaborative narratives.