Guillaume FAURE

Student at IMT Nord-Europe
Web Developer

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Professional Experiences

Internship : Web Developer
Le cartable fantastique : *CRI, Paris, France*
may 2021-july 2021 : 3 months

I developed a programm to convert pdf to readable html page and offer an interface to annotate textbook to make it easier to read for dyspraxic and visually impaired persons, it was one of the first step of the MALIN project.
I used JS, HTML/CSS, XML, nodeJS and bash to make this program with the help of other programs like pdfalto or fontforge.

Internship
UD95-DRIEE FRANCE : *Cergy-Pontoise, France*
may 2020-july 2020 : 3 months

I summarize reports about soil pollution for the understanding of the people through SIS sheets.
I learn to work in small team and summarize technical informations into official documents.

Internship
Cameron-Schlumberger : *Béziers, France*
february 2019-april 2019 : 2 months

I restructure the storage area to optimize forklift operator work.
It was my first long internship, I learn to work in a big structure as a multinational.

Hobbies

Reading : fantasy, SF and technical books
Badminton : 12 years
OS and WM rice : ArchLinux, AwesomeWM
Web development and learning new things about informatic in general.

Programming Languages and projects associated

C : Labyrinthe_Game_C
Labyrinthe Game for terminal full written in C.
Java : TP-RxJava
RxJava Server initialisation that print random fortune sentences.
Python : ImageSearchSimilar
Program that identifies similar images by brute force and with dimensions reduction.
Web : ToDoList-Next
A ToDoList program written in HTML/CSS, JS with React and NextJS.
Mastermind-Game
The game mastermind fully customizable written in pure Typescript, HTML/CSS.
Rust : Guessing-Game
Simple guessing game for terminal.

Other : Figma, Linux, Bash

Languages

French : Native language
English : TOEIC 950, C1 level
Español : B2 level
Japanese : A1 level