

# Iris Marjollet

Software engineer, fullstack developer

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## PROFILE

French software engineering graduate with a passion for full-stack development, seeking international opportunities to apply my skills and contribute to innovative projects abroad.

## EDUCATION

<b>Engineering school : Telecom SudParis, Institut Polytechnique de Paris</b>	Evry, France
Master's degree in Computer Science with specialization in user interactions	2021 - 2024
<b>CPGE, Lycée La Martinière Monpaisir</b>	Lyon, France
Two-year study course preparing for the prestigious French ‘Grandes Écoles’ (engineering schools). Specialized in Maths, Physics and Computer Science	2019 - 2021
<b>High School Degree with the highest honors, Lycée Vaugelas</b>	Chambéry, France

## PROFESSIONAL EXPERIENCE

<b>Fullstack developer   Steamulo, Paris, 03/2023 - 08/2023</b>	<i>Symfony PHP, Laravel PHP, CMS (WordPress), Git</i>
<ul style="list-style-type: none"><li>Implementation of multiple websites for the public institution "France Compétences"</li><li>Implementation of Laravel PHP websites using WordPress as a CMS</li></ul>	
<b>Software engineer   Schindler, Milan, 06/2023 - 09/2023</b>	<i>Flutter, IntelliJ (Java), DevOps, Git, Azure, Firebase</i>
<ul style="list-style-type: none"><li>Implementation of a crowdsourcing application to report elevator malfunctions.</li><li>Implementation of a Java API, use of an Azure database communicating with the application, authentication system managed with Firebase.</li></ul>	
<b>Excel and VBA Developer   Sénova, Lyon, 06/2022 - 08/2022</b>	<i>Excel (VBA), Pack Office</i>
<ul style="list-style-type: none"><li>Responsible for automating business processes and dashboards.</li><li>Creation and programming of macros using Visual Basic Editor.</li></ul>	

## PROJECTS

<b>Quest Creation Copilot, Laelith</b>	<i>Svelte, TypeScript, Python, API OpenAI</i>
<ul style="list-style-type: none"><li>Graduation project: implementation of a co-pilot to help create quests in the Laelith role-playing game universe using the OpenAI API. Produced for the Laelith Foundation.</li><li>Front-end application implemented in Typescript, creation of a prompts generator specific to the game universe.</li></ul>	
<b>Video game: Pizza Chef</b>	<i>Clion (C++), SFML, GitHub</i>
<ul style="list-style-type: none"><li>Pizza preparation video game in C++. Use of the SFML library.</li></ul>	
<b>Modeling the dynamic properties of a building</b>	<i>Flutter, JSON, python</i>
<ul style="list-style-type: none"><li>Cassiopée project: visualization of the Étoile building (Télécom SudParis) in a Flutter application to manage IoT objects.</li><li>Modeling of the Étoile building, automation script for creating JSON files.</li></ul>	

## TECHNICAL SKILLS

<b>Programming languages :</b> PHP, TypeScript, HTML/CSS, Java, Python, C, C++, VBA, JSON, LaTeX
<b>Frameworks :</b> Symfony PHP, React, Laravel PHP, Tailwind, Bootstrap, Flutter, Unity, Firebase, Django, Azure Tools, Git
<b>Operating systems :</b> Windows, Linux (Ubuntu), Android et iOS

## ASSOCIATIONS

<b>Cinema Club of the school: President</b>	June 2022-June 2023
<b>Euro Excellence Travel Project: Funding</b>	May 2022-May 2023
<b>Campus Volleyball Team Member</b>	September 2022-June 2023

## LANGUAGES

<b>French:</b> native
<b>English:</b> advanced (TOEIC: C1, 965/990)
<b>Spanish:</b> intermediate
<b>Italian:</b> intermediate