Sean Dahissiho

Software Developer

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Education

Master Software Architect; Application Developer; AI and Big Data Specialization
Oct 2021 - Sep 2023
EPITECH, Cotonou

Bachelor of Technology - BTech
Feb 2019 - Sep 2021
EPITECH, Cotonou

International Trade
Sep 2015 - Dec 2017
EBS Paris, Paris

Internships

Software Developer
Jan 2022 - Present
TechnoServe, Cotonou
Development of a remote sensing dashboard for cashew including AI prediction as well as Cloud Optimized GeoTIFF, field surveyed plantation data, and others in order to support decision making in the cashew sector in Benin.
Project link: https://cajuboard.tnslabs.org/
Participated as a back-end developer among 2 developers in a team of more than 20 members. Worked on:

- Redesign of the system architecture as well as the database architecture
- Optimization of the loading of the remote sensing map (from 25sec to 5sec), as well as the addition of several layers of data to it
- Centralization of data from different solutions of the BeninCaju project
- Drafting of the software architecture document

Stacks: Django (python) and MySQL and using the Model-View-Template architecture

Software Developer
Apr 2021 - Sep 2021
Murya, Cotonou
Social mobile app to unite the Unicef U-Reporters community on a single platform.
Conceptualized, designed, and developed an MVP containing:

- A forum where u-reporters can share their experiences
- A news section where Unicef and its partners can communicate about their actions.
- A survey section where Unicef can get its community's opinion on subjects or actions they are working on.

Stacks: Flutter and Firebase and Using redux for state Management

Skills

Flutter

NoSQL

C++

AWS

Python

Dart

SCRUM Method

Team Work

Adaptability

Django

Languages

English

French

Hobbies

- Interior design
- Cooking
- Video games

Software Developer   May 2021 - Sep 2021
EPITECH, Cotonou
Indie game, made for the communication team of EPITECH Benin,
allowing high school and college students to learn more about IT
jobs.
I Conceptualized, designed, and developed the game engine, the
game environment, and the game's lore.
The game was meant to be an online game so the users could play
it on any device, phone, tablet, or computer without having to
download it.
Stacks: flutter, the games (representing the different jobs) were built
as plugins so they could be added to the main platform later.

Software developer   May 2021 - Aug 2021
IJustOrder, Texas
Worked on 3 mobile apps in order to create a system for ordering,
processing, and delivering meals in stadiums.
Back-end development and my tasks were to:
- Update dependencies for each of the 3 applications.
- Bug fixes for each of the 3 applications.
- Make functional the synchronization between the 3 applications.
Stack: Flutter, MySQL, Laravel

Software developer   Jun 2020 - Mar 2021
EPITECH, Cotonou
This application accompanies micro-entrepreneurs towards
simplified accounting and financial management, allowing them to
analyze their stock, their sales, their unit, and general profitability, at
any time.
Worked With SCRUM Methodology and developed the backend and
the frontend of the MVP of the project in a team of 2 developers.
Stacks: Flutter and Firebase and Using redux for state Management

Assistant Teacher   Sep 2019 - Jan 2021
EPITECH
Contribute to the pedagogical accompaniment by providing
support for the student's personal work
Supervise school outings
Identify, prevent and report on difficulties or tensions within the
educational community
Participate in the supervision and animation of cultural, artistic and
sports activities
Supervise and supervise students during school time, manage
absences
Examine and grade students' work

Unity 3D developer   Sep 2019 - Jan 2020
SEME CITY, Cotonou
Augmented reality project to promote the Agency's work.
- Creating the scenario
- Create the 3D environment in Unity3D
- Create the target images for the use of vuforia
- Using pre-made animations to animate the 3D characters of the
  scenario
- Recording the voices for the voice over