

# Jérémy Perbost

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I am looking for a 17-week internship abroad in the field of computer science starting from 04/05/2026.

## EDUCATION

<b>Engineering program, specializing in Computer Science   CY-TECH</b>	2024-2027
<ul style="list-style-type: none"><li>Java Programming and HCI, Web Development, C, Theory of Languages, Databases (SQL), Object-Oriented Analysis (Star UML), Computer Architecture, Operating Systems, Data Exploration (R), Business Management, Linear Optimization, Prolog, Artificial Intelligence, Cybersecurity</li></ul>	
<b>Integrated Preparatory Class   CY-TECH</b>	2021-2024
<ul style="list-style-type: none"><li>Computer Science (C, Commands, Unix, Shell Scripting), Web Development (HTML, CSS, PHP, JavaScript), Mathematics, Physics</li></ul>	

## EXPERIENCE

<b>Humanitarian internship in Togo</b>	2025
<ul style="list-style-type: none"><li>A 2.5-month internship with the humanitarian organization AJVDEC. Creation and deployment of a virtual health record website that digitalizes patient data. React was used for the frontend, and PostgreSQL for the database.</li></ul>	
<b>Valeo Observation Internship</b>	2018
<ul style="list-style-type: none"><li>Discovery of the manufacturing process and the integration of embedded technologies for automotive applications.</li></ul>	

## PROJECTS

<b>Spring Actor Framework – Distributed e-sport tournament platform</b>	2025
<ul style="list-style-type: none"><li>Development of a distributed actor framework (actor creation, lifecycle management, supervision, remote actors) using Spring Boot, Spring Cloud, RabbitMQ, and Resilience4j. Multi-microservice e-sport application (users, teams, tournaments, matches), featuring asynchronous inter-service communication and Docker-based deployment.</li></ul>	
<b>Website Development</b>	2025
<ul style="list-style-type: none"><li>Development of a fully functional website using the Angular framework. The site uses Firebase for database management.</li></ul>	
<b>1st Place in the CY-TECH Game Jam</b>	2024-2025
<ul style="list-style-type: none"><li>Participation in the first edition of the CY-TECH Game Jam, with the creation of a complete video game titled "CY2PIE" developed using the Godot engine over 6 months. The project was released for free on itch.io and won the competition.</li></ul>	
<b>Meteorological Data Management Program</b>	2022
<ul style="list-style-type: none"><li>Creation of a C and Shell program capable of managing and sorting a large amount of meteorological data. The data is displayed on a map and enhanced with additional graphs.</li></ul>	
<b>Adaptation of the Minesweeper Video Game</b>	2021
<ul style="list-style-type: none"><li>Team project for adapting the Minesweeper video game. The game is fully coded in C and offers additional features such as score management, a multiplayer mode, a terrain creation mode, and other functionalities</li></ul>	

## SKILLS AND INTERESTS

**Coding Skills:** Python, Frontend and backend website, C, C++ Angular, typescript, Java, PHP, Docker, Github, Gitlab, Spring Boot

**Languages:** English (conversational), Chinese and Spanish (beginner)

**Interests:** Trails and half-marathons, video game creation, resolving katas on code-wars