

Jérémie 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

Engineering program, specializing in Computer Science | CY-TECH 2024-2027

- 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

Integrated Preparatory Class | CY-TECH 2021-2024

- Computer Science (C, Commands, Unix, Shell Scripting), Web Development (HTML, CSS, PHP, JavaScript), Mathematics, Physics

EXPERIENCE

Humanitarian internship in Togo 2025

- 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.

Valeo Observation Internship 2018

- Discovery of the manufacturing process and the integration of embedded technologies for automotive applications.

PROJECTS

Spring Actor Framework – Distributed e-sport tournament platform 2025

- 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.

Website Development 2025

- Development of a fully functional website using the Angular framework. The site uses Firebase for database management.

1st Place in the CY-TECH Game Jam 2024-2025

- 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.

Meteorological Data Management Program 2022

- 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.

Adaptation of the Minesweeper Video Game 2021

- 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

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