


Jean-Baptiste Le Corre

Junior Software Developer

Paris, France

 github.com/Jibus22

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 jibus22.github.io

Professional experience

FULLSTACK DEVELOPER

JAN - JULY 2025

Papernest, Paris

Collaboration with the Head of Engineering and the architectural team on various tasks such as ETL (Airflow, BigQuery) on data of GitHub, Jira or Slack type for observability, the creation of automation script, the implementation of endpoints on the API and various back-end tasks as well as some front-end tasks.

FULLSTACK DEVELOPER

JAN - JULY 2024

Qeeeps, Paris

Development of a notifications micro-service. Integration and writing of Cypress components tests. Improved CI/CD pipeline - updated images and dependencies. Proposals accepted and applied for optimizations and best practices: lazy loading, improving cache usage and rtkquery api.

AUDIO TECHNICIAN

2015 - 2019

AmpVisualTv, Paris

Salaried in this french leader company in tv filming. I worked on notable events like UCI Road World Championships, Africa Cup of Nations, FIFA World Cup, African Games.

Projects

FT_TURING

OCTOBER 2024

Ocaml, Theory of computation

Implementation of a Turing machine in ocaml and writing programs for Turing machine.

CAMAGRU

SEPTEMBER 2023

Javascript, Node.js, SQL, postgresql, Sass, Vitejs, github Actions

Instagram-like application made as a SPA. Static version deployed on github pages with github actions. I built my own node.js backend framework with routing and middleware managment.

BOOTCAMP DATA SCIENCE

FEBRUARY 2023

Python, numpy, panda, matplotlib

Matrix manipulations, image filters, implementation of **k-mean clustering algorithm**, feature engineering and plotting data with panda.

TASKMASTER (2 VERSIONS)

JANUARY 2023

C, system, multi-threading, pthread

Implemented a job supervisor (supervisord-like) and my own **line editor** with history and **auto-completion**. Integration of a **yaml parsing library** for the configuration file.

WOODY_WOODPACKER

SEPTEMBER 2022

C, security, packer, ELF

Shellcode **injection**, encrypt and inject self-decryption code into executable ELF binary target. I implemented **segment padding** injection technique (taking advantage of code cave after an executable load segment) as well as **elf shifting** if no codecave had been found.

FT_TRANSCENDANCE

MARCH 2022

reactjs, nestjs, websocket, postgresql, SQL, OAuth 2.0, docker-compose, APIs

Web application of an online pong game with leaderboard, profile dashboard, chat interface. I implemented part of back-end, all **websocket** system and front-end in the end.

WEBSERV

SEPTEMBER 2021

C++98, HTTP, sockets

Implemented a HTTP/1.1 web server, nginx-like. Using epoll() for linux & kqueue() for macosx to poll socket I/O. CGI handling. Profiling with siege.

FT_CONTAINERS

JUNE 2021

C++98, STL, template, SFINAE, data structures, iterators, constness

Implemented some **STL containers**: map, list, vector, stack, queue with **time complexity** of algorithms equivalent to the STL. Implementation of **BST**, circular linked list.

Junior software developer passionate and curious about tech. Former audio technician. Exploring and digging several fields of computer science (system, cybersecurity, devops, AI, web). I am now looking for a position. Please view my portfolio for more informations.

Education

DIGITAL TECHNOLOGIES

ARCHITECT

42 Paris school

2020 - TODAY

BTEC IN AUDIOVISUAL - AUDIO SPE

Lycée Léonard de Vinci, Montaigne

2012 - 2014

Skills

- OCaml • C • C++ • python3 • asm • javascript • typescript • reactjs • nodejs • Django • SQL • sass • bash
- git • github • docker • cypress • RTK Query • GCP • postgresql • mongodb • BigQuery • chakraUI • kubernetes • linux • gdb • make
- problem-solving • autonomy • attention to detail

Languages

FRENCH

native

ENGLISH

intermediate

Interests

ASSOCIATIONS

Videobus (teach filmmaking to children). Le Fieald (humor open scene).

SPORT

Basketball, bmx, climbing, sailing, judo developed team spirit and rigor.

MUSIC

Played guitar many years, developed