Jean-Baptiste Le Corre

Junior Software Developer

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github.com/Jibus22 in linkedin.com/in/jle-corr/ ibus22.github.io

Projects

BOOTCAMP EMBEDDED DEVELOPMENT

MARCH 2023

C, atmega328p, library-free, interrupts, timers, adc, uart, i2c, spi Development of a firmware with 10 modes - displaying values from adc potentiometers, sensors,

clock (...) on a led screen, clock setting thru uart bus (...).

BOOTCAMP DATA SCIENCE

FEBRUARY 2023

Python, numpy, panda, matplotlib

Matrix manipulations, image filters, implementation of k-mean clustering algorithm, feature engineering and ploting 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 autocompletion. Integration of a yaml parsing library for the configuration file. Implemented a minimalist logging library working with a singleton.

- Asynchronous version: Jobs and timers are managed with signal handlers. Timers are scheduled through a queue.
- Multi-threaded version: Study case I did for myself to dig multi-threading. Designed with a producer-consumer model to handle user input the safest way. Usage of mutex, semaphores, barriers, conditional locks and read/write locks.

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_LINUX AUGUST 2022

System, cross-compilation, kernel compilation, linux from scratch Built my own linux distribution following the LFS book. Started from a lightweight virtual Alpine release as a host, then built compilation toolchain, filesystem and finally compiled linux kernel.

FT_TRANSCENDANCE

reactjs, nestjs, websoket, 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.

Professional experience

SOUND ENGINEER 2014 - 2023

Paris

Sound engineer as independant for small filming companies. Volunteer in documentary filming (Mongolia, Kyrgyzstan) and live music recording and mixing.

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.

Student 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 an internship of 6 months. Please checkout my portfolio for more informations & details

Education

DIGITAL TECHNOLOGIES ARCHITECT

42 Paris school

2020 - TODAY

BTEC IN AUDIOVISUAL - AUDIO SPE

Lycée Léonard de Vinci, Montaigu 2012 - 2014

Skills

- C C++ python3 asm javascript • typescript • reactis nodejs • SQL • sass • bash
- git github docker postgresql • 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 creativity and patience.