

Julien Lavocat *Self-Taught developer*

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LANGUAGES

French	● ● ● ● ●	English	● ● ● ● ●
Spanish	● ● ● ● ●		

TECH SKILLS

TypeScript | NodeJS | NestJS | ReactJS | Unity3D | MongoDB | PostgreSQL | Docker | Kubernetes | Git
GitHub | Microservices | REST | Redis | Java | C# | Go | AWS | Scaleway | Firebase | Google Cloud
GRPC | RabbitMQ | GraphQL

PROJECTS

Jun 2020 – present	JDR-LF , <i>Firestore and React app for pen and paper RPG sessions</i>  <ul style="list-style-type: none">• User-generated game rooms• Implemented a Discord-like chat system• Implemented a user-generated map viewer
2018 – 2021	Indiebackend , <i>Back-end as a service for game developers built using NestJS, Go and running on microservices in Kubernetes</i>  <ul style="list-style-type: none">• Designed the architecture with scalability in mind• Significant functionalities: messaging, serverless functions, Firestore-like security rules, groups, statistics & analytics, currencies, payments (using Stripe)
2019 – 2020	Swindler , <i>Small-scale, 2D MMOG in a pirate environment using Unity as game engine and UDP for networking</i>  <ul style="list-style-type: none">• Procedurally generated islands, focused around building a base and defending it against other player's raids• 500 concurrent players per server

EDUCATION AND CERTIFICATIONS

2020 – present Bordeaux, France	Bachelor degree of biology , <i>Bordeaux University of Sciences et Technologies</i>
2015 – 2018 Bordeaux, France	High School diploma, Laboratory Sciences and Technologies , <i>Lycée Saint-Louis</i> Obtained with high honours

INTERESTS

Cooking | **Travel** (France, Japan, USA, South Korea) | **Sports** (Sailing)