

## Education

### Epitech

Paris (Graduated September 2013)

*Master's Degree In Computer Science*

## Experience

### Acenda

San Diego (November 2014 - Present)

*Front End Engineer*

Worked on Acenda (SaaS), a feature-rich, OAuth secured, RESTful e-commerce API that pilots multiple stores using a pull MVC and a complex system of theming and templates

- Developed the Admin 2.0 (customer-facing interface allowing users to create and modify their stores) from the ground up using Angular.js
- Worked with the platform's formerly undocumented REST APIs and helped develop it by creating unit tests using Jasmine and writing documentation with apiDoc.js
- Responsible for creating and maintaining the new Angular Admin side, designing the UX and architecture, writing reusable Services and Directives
- Familiar with Agile, daily Scrum meetings, and 2 week sprints with regular demo and planning meetings throughout the development life cycle

### E3Prints

San Diego (February 2014 - October 2014)

*Lead Developer*

Worked on E3Prints, a website tailored towards providing businesses with user-friendly tools to easily customize, print, and order business cards, flyers, postcards, calendars, and other printed products

- Created an e-commerce website with features that allowed customers to upload or create their own designs and order printed products
- Developed a custom online designer for business cards with HTML5/CSS and libraries like Fabric.js and Bootstrap while simultaneously optimizing for cross-browser functionality and responsive design
- Integrated front-end solutions with a custom back-end PHP Framework developed by other team members from end-to-end
- Created an admin website allowing product owners the ability to modify the store and using modern JavaScript APIs such as Chart.js to display sales analytics and reports for internal tools to further business revenue

### Freelancer

Paris (September 2013 - February 2014)

*Game & Web Application Developer*

Developed web applications such as SongFeed (social music website), whydonyouclick.me (social experiment), a mobile physics-based puzzle game using Box2D, a HTML5 multiplayer speed-typing game and several game prototypes, and customer-facing websites for local companies

- Interacted with customers and gathered requirements to design the websites of local businesses and companies using JavaScript technologies such as jQuery, AngularJS, and React.js
- Experienced with network technologies like WebSockets and WebRTC utilized to facilitate a multiplayer web browser game
- Developed tools to transpose assets from Blender to Unity to streamline the creation pipeline and improve developer productivity
- Created a variety of shaders such as wind effect, chromatic aberration, magma effect with cellular noise, galaxy effect with simplex noise, volumetric light scattering, and per-pixel lighting with GLSL and ShaderLab(Cg)

## Key Skills

### Web Development:

HTML5

JS / JQuery

Bootstrap / Responsive

React

Node.js / Express

REST

Socket.io

WebRTC

AngularJS

FabricJS

PHP

mysql

MongoDB

### Software Development:

C

C++11

C#

JAVA

GLSL

Boost

SFML

### Frameworks:

Android SDK

Unity 3D

Webpack

LESS

Loopback.io

Jasmine

OpenGL

QT

### Graphic Design:

Web Design

UI/UX Design

Asset Creation

Photoshop CS6

3D modeling

Blender

### Misc:

Fluent in French

Agile / SCRUM

GIT

UNIX Systems