

# Adrien Roussel

Web Developper Fullstack  
Villeurbanne, France

## EDUCATION

### Course

Licence Web developement and Mobile  
2017 – 2018  
University of Annecy /  
Université Savoie MontBlanc

### Course

DUT Génie Électrique et Informatique Industrielle  
2014 – 2017  
University of Annecy /  
Université Savoie MontBlanc

## SKILLS

- Javascript
- Vue.JS / React
- HTML / CSS
- Php / MySQL
- Git / GitLab / GitHub
- UX/UI Integration
- Figma
- OpenAI
- VSCode / Visual Studio
- AI Programming
- Unity C#
- Sound Design
- 2D Animation

## EXPERTISE

### Languages

- English – B2
- French – Native

## PERSONALITY

- Friendly
- Open-minded
- Goal-oriented
- Leader
- Team player

## INTERESTS

- Video games
- Music
- Art
- Anime
- Role play games



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## PROFILE

Over the past six years, I have honed and strengthened my programming skills, refined my working methodology, and developed strong teamwork and communication abilities. These experiences have prepared me to seamlessly integrate into any development team

## EXPERIENCE

### Web Developper Fullstack - Technical Support

Axxone System, France2024 – 2025

In my final year at Axxone System, I took charge of platform maintenance and customer support, ensuring the resolution of bugs reported by users. This role required in-depth troubleshooting, debugging, and continuous improvements to the system's performance. By working closely with clients and the technical team, I contributed to maintaining a stable and efficient platform. Technologies used: Vue.js, PHP/Laravel, HTML, CSS

- Bug Identification & Resolution** – Diagnosed and fixed software issues reported by clients
- Technical Support & Customer Assistance** – Assisted users with platform-related concerns and requests
- Performance Optimization** – Enhanced system responsiveness and stability
- Code Refactoring & Maintenance** – Improved existing code for better maintainability
- Cross-Team Collaboration** – Worked closely with support teams and developers to ensure a seamless user experience

### Web Developper Fullstack

Axxone System, France2022 – 2024

I took on the challenge of designing and implementing multiple interfaces within the document management system (GED). My work focused on integrating functionalities aligned with the ISO 19650 standard while also improving essential features such as support requests, updates, and workflow modifications. These developments enhanced the platform's usability and compliance with industry standards. Technologies used: Vue.js, PHP/Laravel, HTML, CSS

- Front-end & UI Development (Vue.js, HTML, CSS)** – Created user-friendly and responsive interfaces
- Back-end & API Development (PHP)** – Built and optimized backend services to support new features
- Workflow & Process Automation** – Implemented tools to streamline document workflows based on ISO 19650
- User Experience (UX) Optimization** – Designed intuitive layouts to improve platform navigation
- Customer-Oriented Development** – Developed features based on user feedback and real-world needs

### Software Developer

Axxone System, France2019 – 2022

When I was hired at Axxone System, I was tasked with creating this 3D viewer entirely from scratch. I faced numerous technical and algorithmic challenges but ultimately delivered the tool on the AxeoBIM platform by the end of 2023, following several years of development.

- Full-Stack Web Development (Vue.js, React, PHP, MySQL)** – Built and maintained a seamless backend/frontend architecture
- BIM Data Integration** – Developed features for handling and displaying complex BIM models

### Unity Lead Tech Developer

Freelance, France2021 – 2023

I was responsible for the development of Broken Alchemy, building the entire game from the ground up. I handled all aspects of programming, including gameplay mechanics, UI implementation, and system optimization. Despite the challenges of solo development, I successfully delivered a fully functional and polished game within the project's constraints.

- Unity C#** – Development and implementation of game features.
- UX/UI Integration** – Design and integration of user interfaces for a smooth and intuitive experience.
- Gameplay Programming** – Development of game mechanics and interactions for optimized playability.

