


Gautier Delorme

Computer Science Student

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 github.com/gautierdelorme

Skills

iOS	Swift, Objective-C, Cocoa Touch, Xcode
Web	PHP, JavaScript (jQuery, Ajax, NodeJS, SailsJS)
Others	Java, C# (Framework .NET), OCaml, Python
Tools	Parse.com, Xamarin, UML, Git, SVN, MySQL
Methodologies	Agile (Scrum), yPBL
Languages	French (Native), English (Professional working proficiency)

Professional experiences

- 07/15 – 08/15 **iOS Developer Intern**, Scoop.it, IoT-Valley - Toulouse (France).
- Developed an iOS app (used by more than 1500 users) providing all the website features in a native mobile environment.
 - Added a new feature allowing the user to consult his followed posts in a fantastic collection view in order to increase customer retention.
- 03/15 – 04/15 **iOS Developer**, Driver4U, Toulouse (France).
- Developed an iOS app allowing users to call for a private taxi in Switzerland and pay directly within the app.
- 01/15 – 01/15 **Web Developer**, Verticualidad, Toulouse (France).
- Developed a website with Wordpress (www.verticualidad.fr) to expand a local mountain sports association.
 - Installation on a dedicated server (configuration of Apache, FTP server, PHP, MySQL, DNS).
- 07/14 – 10/14 **iOS Developer**, Wimha, Toulouse (France).
- Developed an iOS app (used by more than 500 users) allowing the user to flash a QR Code on a little wooden totem and share the instant moment with his community.
 - Added Push notifications with Parse SDK in order to increase customer retention.

Projects

- 11/15 – Present **Indoor and Outdoor Location**, Cross-platform app in C#.
- Development of a mobile app (iOS, Android, Windows Phone) with Xamarin allowing more than 1000 participants of the IFAC 2017 World Congress to be guided through the city of Toulouse and inside buildings.
 - Integration of indoor navigation with Bluetooth Low Energy and Estimote iBeacons technologies.
 - Use of Parse.com to store data and build an efficient API.
 - Development of a web application with NodeJS, SailsJS and React.
- 10/15 – 11/15 **Peer-to-Peer Chat System**, Graphical Java multithreading cross-platform app.
- Developed an app allowing users to send messages and files to each other using peer-to-peer networking.
 - Implementation of major design patterns like MVC, Singleton, Facade, Observer
 - UML design methodology : creation of a Software Requirement Specification and a Software Design Document.
- 08/15 – 08/15 **D!scover**, iOS mobile application written in Swift.
- Developed a Tinder-like app to share Scoop.it posts in an original way in order to completely rethink the classical user experience by adding a feature allowing the user to swipe right the post to share it or swipe left to dismiss it.
- 07/13 – 08/13 **Humanitarian project**, *Scouts et Guides de France*, Rio de Janeiro (Brazil).
- Helped an association to take care of orphans from the favelas
 - Teached them English and Mathematics

Education

- 2013 – Present **INSA**, *MSc in Computer Science (expected graduation year : 2017)* , Toulouse, France.
- 08/14 – 12/14 **University of Quebec at Trois-Rivieres**, *Semester abroad - Computer Science*, Quebec, Canada.
- 2012 – 2013 **University of Toulouse**, *BSc in Mathematics and Computer Science*, Toulouse, France.