



Paris, France

CONTACT

✉ +33 7 68 93 28 24

✉ ethan.scelles@etud.u-pec.fr

💻 github.com/Lord8814

👤 [Linkedin ethan-scelles](#)

TECHNICAL SKILLS

Advanced

Python - HTML - CSS - C - SQL

Intermediate

JavaScript - Java - C#

Tools

Visual Studio Code - Git

Driving licence

SOFT SKILLS

Teamwork and collaboration

Adaptability and curiosity

Critical thinking and analytical mindset

Communication skills

LANGUAGES

English : Technical level – B1

Spanish: Basic knowledge

INTERESTS

Sports: Basketball, Badminton

Video game development

Game servers and modding

Ethan Scelles

UNIVERSITY EDUCATION

BUT in Computer Science

IUT de Créteil-Vitry

2024 – 2027 (ongoing)

Software development - Databases - Networks - IT project management

French General Baccalaureate (with honours)

Specialisations: Mathematics, Computer Science (NSI), English (LLCE)

2024 – 2025

EXPERIENCES

Projects University (Evaluated learning situation)

Web application for demographic data analysis (UN data)

- Development of a Python/Flask web application using MVC architecture
- Data visualisation with charts and interactive filters
- Data export and user interface improvement

Relational database design (SQLite)

- Transformation of CSV into a structured and normalised SQLite database
- Relational modelling with dimension tables and a fact table
- Advanced SQL queries and creation of analytical views

Algorithm comparison (data sorting)

- Implementation and comparison of classic sorting algorithms
- Performance analysis based on data size and execution cases
- Time complexity analysis in C and Python

Personal Projects

Minecraft servers and plugins

- Installation, configuration and optimisation of plugins
- Creation and modification of datapacks with custom features
- Database management for some plugins

2D Games with Unity (C#)

- Scene and animation design
- Management of inputs, collisions, UI, scores and scene transitions
- Data saving after closing the game

Python projects (Console & Tkinter GUI)

- Development of interactive graphical interfaces
- Event handling, buttons, canvas and simple animations
- Examples: Tic-tac-toe (with or without GUI), guessing games