LORIS DRID

Software Engineer

Software Engineer specialized in Human-Computer Interaction (HCI), passionate about building intuitive user interfaces. Experience in modern web development and agile methodologies.

Contact

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loris-drid

Technical skills

Dev: Java, Python, JavaScript, C#

Frontend: React, Angular, SAP UI5, HTML/CSS

Backend: Spring Boot, Node.js, REST API

Cloud & DevOps: Docker, Jenkins, Git/GitHub

Databases: MongoDB, InfluxDB, SQL

UX/UI & Design: Figma, Prototyping

Language

French: native

English: C1 (TOEIC 940)

Education

2022 - 2025
Polytech Nice Sophia, France
ENGINEER'S DEGREE IN COMPUTER SCIENCE

2020 - 2022
Lycée Claude Fauriel, Saint-Étienne
PREPARATORY CLASSES - MATHEMATICS & PHYSICS

Experience

March 2025 - Sept.2025
SAP Labs, Mougins, France
UI CLOUD ENGINEER INTERN

- **Full-stack development** (Java Spring Boot, SAP UI5) in **agile teams** with cross-functional collaboration and presentations to international stakeholders
- Designed and implemented **multi-tenant cloud features** for enterprise **BPMN workflows**, deployed and used by **1,000+ tenants**
- Created **AI-powered proof of concept** for BPMN editor with 50+ **Figma** screens covering **multiple user scenarios**
- **Analyzed existing solutions** and proposed UX improvements, contributing to enhanced workflow efficiency

May 2024 - Aug.2024
DNIIT, Da Nang, Vietnam
FULL-STACK DEVELOPER INTERN

- **End-to-end development** of eco-responsible e-commerce platform with **autonomous project ownership**
- MongoDB database integration and **CO_2 emissions calculation API** through problem-solving and technical research
- **Eco-labeled product** catalog with optimized user interface, iterating based on user feedback
- Thrived in **international work environment**, demonstrating **adaptability** and **cross-cultural communication**

Key Projects

ARVARD - AR Campus Navigation
github.com/LorisDrid/ARVard
- Unity and AR Foundation development for university campus navigation with intuitive interface combining AR interaction and virtual objects
Technologies: Unity, AR Foundation, Geolocation, UX Design

PER-MUVIN - Looted Art Visualization System
github.com/LorisDrid/PER-muvin
- D3.js development for complex provenance network visualization, analyzing artwork trajectories in restitution cases
Technologies: D3.js, Data Visualization, Network Analysis