LORRIS SAINT-GENEZ

SOFTWARE ENGINEER INTERN

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Summary

Engineer and computer science student, specialized in Web & Mobile development, graduating in 2018. Always up to work on meaningful web/mobile projects with dedicated teams. Great technical and communication skills.

Education

EPITA - School for Computer Science and Advanced Techniques

Paris, France

Graduation: July 2018

M.S. IN COMPUTER SCIENCE AND ENGINEERING

- **GPA**: 3.3
- Relevant courses:
 - Web Development (Javascript, PHP & Java EE).
 - Web Design.
 - Mobile Development (iOS & Android).
 - Algorithms, Data Structures & Optimization.
 - Database.

Griffith College Dublin Dublin, Ireland

B.S. IN COMPUTER SCIENCE

February 2015 - May 2015

• **GPA**: 3.12

Work Experience_

Société Générale Paris, France

FULL-STACK WEB DEVELOPER

Sept. 2016 - January 2017

- **Developed** a web application gathering various internal services. Use of **agile** development.
- **Evaluated** code to ensure that it is valid, is properly structured.
- Checked code to meet the standards and compatibility with browsers (IE11, recent Chrome and Firefox versions).
- Improved the web application with several user workshops to deliver a high-quality product.
- Enhanced code and agility of the development with code reviews, QA with > 80% code coverage tests and internal API's pull requests.
- **Delivered** the minimum viable product in less than three months.
- Taught an assembly of developers about the basics of Go programming language.
- $\bullet \ \ \, \textbf{Techs} \hbox{: React.js (+ Redux), Node.js, JavaScript, Loopback, Python, HTML5, CSS3, PostgreSQL, Docker.} \\$

Projects_

Google HashCode Group contest

• Ranking 2017: 2nd EPITA, 185th France.

Feb. 2016 & Feb. 2017

Feb. 2017 - PRESENT

- Ranking 2017 . Zilu EFITA, 165th Flance.
- Ranking 2016: 4th EPITA, 348th France.
- Language: Python.

PROGRAMMING CHALLENGE

FeatBeat Mobile Application

VIRTUAL FITNESS COACH

- Develop a full-compatible FitBit bracelet mobile application.
- Design of visuals and Back-End.
- Conception and development of in-app 2D games.
- Use of agile development (3 weeks-sprints).
- Techs: Unity, C#, Node.js, Loopback, MySQL

Technical Expertise _____

PROGRAMMING LANGUAGES, FRAMEWORKS & TOOLS

- Languages: JavaScript (Node, React), PHP, HTML, Java, C#, C++, Python, Go.
- Frameworks: Laravel, .Net, Loopback, Bootstrap, Java EE.
- Tools: Git/Github, Docker, Heroku, CircleCI, Slack, Trello.