

# LOUIS DECAUDAVEINE

## JUNIOR WEB DEVELOPER

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A Junior Web Developer, having recently graduated with a Computer Science BSc with a deep passion for exploring new web development technologies. Currently developing freelance and personal web projects and searching for a Front-End or Full Stack Junior role.

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### TECHNICAL SKILLS

**Git, Java, C#, HTML, CSS, JavaScript, TypeScript, React.js, Node.js , French (native), English (native)**

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### EDUCATION

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| 2020 - 2023 | <b>University of Bristol Department of Computer Science,</b><br><i>Graduated the Computer Science BSc program with an Upper Second-Class Honours</i><br><i>Core modules: Software Engineering Project, Computer Systems, Algorithms, Computer Graphics</i>                                                                                | <b>United Kingdom</b> |
| 2017 - 2020 | <b>Lycée International de Londres Winston Churchill,</b><br><i>French Baccalaureat, Scientific Stream, achieved "Mention Très Bien" (17.2/20) across 10 subjects</i><br><i>Focusing on Maths (18/20), Further Maths (18/20) and Physics (17/20)</i><br><i>Completed a research-based report EPQ (A*) and English Language IGCSE (8/9)</i> | <b>United Kingdom</b> |

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### WEB DEVELOPMENT EXPERIENCE

#### Freelance Web-Development

- Programmed dynamic React.js websites with Firebase as a serverless backend
- Design custom mock-ups of websites for clients and develop the discussed specifications
- Host and maintain websites using a custom streamlined Git Actions deployment pipeline

#### Trading Hub Front-End Web Developer Intern

- Programmed internal front-end library components using the .NET Razor framework in C#
- Integrated my code, using Git, into a large-scale codebase that was served to clients
- Participated in standup meetings and code reviews within the team I worked for

#### Visual Programming Language

- Developed a visual programming language tailored for Graphic Design that is transpiled into JavaScript
- The program was developed as a web-application, using HTML, CSS, JavaScript and React.js

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### FURTHER WORK EXPERIENCE

#### 3D Graphics Engine

- Using C++ and SDL2 I built a 3D Graphics engine from scratch capable of reading object files and displaying them in a photorealistic environment equipped with raster graphics, using recursive raytracing to produce different lighting effects, bump mapping, Phong shading and many more rendering techniques.

#### Distributed and Concurrent Systems

- Designed and developed two optimized implementations of Conway's Game of Life using Golang.
- Used AWS EC2 machines to build a distributed version of the program.
- Utilised Go Routines for multithreading to produce a concurrent implementation.

#### Laser Cutter Recycling

- Collaborated with a team of four to develop a system for recycling used laser cutter material sheets.
- Programmed in Java, focusing on UI development, integrating and refactoring code from all team members to ensure a cohesive and functional program.

#### Creative Coding for Live Music Events

- Programmed audio responsive visuals using Java for a local radio station and live music events.

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### HOBBIES AND INTERESTS

- Passionate about dance music: cataloguing, DJing, and producing music.
- Surfing and skating around the UK and abroad, seeking out new waves and skate spots.
- Creative coding: developing audio-reactive visuals using various graphic libraries and programming languages.