

LOUIS DECAUDAVEINE

Software Developer

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Dual British and French citizen, seeking opportunities in front-end, back-end, or full-stack development.

Education

University of Bristol

2020 – 2023

BSc in Computer Science, Upper Second-Class Honours

Bristol, United Kingdom

- Core modules: Software Engineering Project, Computer Systems, Algorithms, Computer Graphics
- Focused on practical application of programming principles and system design

Lycée International de Londres Winston Churchill

2017 – 2020

French Baccalaureat, Scientific Stream, "Mention Très Bien" (17.2/20)

London, United Kingdom

Technical Skills

Languages: JavaScript, Python, Java, C#, HTML, CSS, TypeScript

Frameworks & Tools: React, Next.js, Node.js, Tailwind CSS, Git, Storybook, Google Map API, OpenLayers, Stripe

Languages: English (Native), French (Native)

Experience

HSAT

2024 – Current

Software Developer

United Kingdom

- Led front-end builds for web applications managing harvest seasons across 10,000s of fields, supporting farmers, delivery drivers, and crop processors. Built with TypeScript, React.js, Next.js, and integrated REST/GraphQL APIs.
- Developed a scalable UI component library using React.js, TypeScript, Tailwind CSS, and Storybook
- Implemented a subscription model for an online news publication using Stripe
- Worked on improving SEO for said news publication site.

Self-Employed

2023 – 2024

Freelance Web Developer

United Kingdom

- Programmed dynamic React.js websites with Firebase as a serverless backend
- Designed custom mock-ups and implemented client specifications with responsive design principles
- Maintained websites using a custom streamlined Git Actions deployment pipeline

Trading Hub

2021

Front-End Web Developer Intern

United Kingdom

- Programmed front-end library components using the .NET Razor framework in C#
- Integrated code into a large-scale codebase using Git version control
- Participated in agile development processes including standups and code reviews

Projects

Visual Programming Language

2023

HTML, CSS, JavaScript, React.js

Project

- Developed a visual programming language for Graphic Design that transpiles into JavaScript
- Built as a web-application using React.js to provide an intuitive interface for designers

3D Graphics Engine

2023

C++, SDL2

Project

- Built a 3D Graphics engine from scratch supporting object files and photorealistic rendering
- Implemented raytracing, bump mapping, and Phong shading for realistic visual output

Distributed and Concurrent Systems

2022

Golang, AWS EC2

Project

- Designed optimized implementations of Conway's Game of Life using Golang
- Used AWS EC2 for distributed computing and Go Routines for concurrent processing

Hobbies and Interests

Dance music enthusiast (cataloguing, DJing, producing), avid surfer and skater, and creator of audio-reactive visuals through creative coding.