Loïc MIDAVAINE

PERSONAL INFORMATION

🗓 07/06/1999
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Contact

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Social

in linkedin.com/in/loïc-midavaine
🌐 https://marinos33.github.io/
 https://github.com/Marinos33

Skills

IT Languages

CSS	★★★★★
Java	★★★★★
SQL	★★★★★
JavaScript	★★★★★
TypeScript	★★★★★
HTML5	★★★★★
C#	★★★★★

Frameworks

React	★★★★★
React-Native	★★★★★
.NET	★★★★★

Miscellaneous

Microsoft Azure	★★★★★
Unity3D	★★★★★

Languages

English	★★★★★
French	★★★★★

INTERESTS

● **Programming**
● **Video Games**
● **Video editing**
● **Pop culture**

ABOUT ME

I am a resourceful and passionate junior developer, specialized in application development and software architecture. I am able to quickly identify problems and solve them. I am also capable of working in a team and accomplishing tasks rapidly and effectively. My goal is to gain new experiences and collaborate with industry professionals to continue evolving as a developer. I am ready to work hard to contribute to innovative projects in a stimulating and dynamic environment.

EXPERIENCE

Junior developer
eDock | June 2021 - Present

I continued development on a project from a previous internship at the MIC, adding various features to the web panel such as statistics, cost management, webhooks, and others. I also incorporated new functionalities into the mobile application, including real-time client-server communication using SignalR, push notifications, and payment integration using Stripe. Additionally, I replaced the home-made MQTT broker with Azure IoT Hub to improve the project's functionality and efficiency.

Intern developer
MIC – Meet Innovate Create | February 2021 - May 2021

I developed a mobile application using React Native to control the state (open/closed) of a smart lock, utilizing the MQTT protocol and a .NET API hosted on Azure to link back-end and front-end data. Additionally, I created a web panel to manage the data content displayed in the mobile app.

EDUCATION

Bachelor's degree in business computing
HELB – Ilya Prigogine, Brussels | 2018 - 2021

PERSONAL PROJECTS

2022 — **YTPLAYLISTSYNC**
A mobile application in Kotlin that allows users to easily download and update their saved YouTube playlists..
🔗 *https://sourceforge.net/projects/ytplaylistsync/*

2021 — **RMUSICDL**
A desktop application using Electron and React that enables users to download and update saved playlists from YouTube with ease.
🔗 *https://sourceforge.net/projects/rmusicdl/*

2020 — **SCRIPT EXECUTOR**
A C# desktop application that triggers a batch script upon launching or shutting down a specified program.
🔗 *https://sourceforge.net/projects/gamesave-backup/*