Loïc MIDAVAINE

PERSONAL INFORMATION

- 07/06/1999
- Brussels

Contact

- 0483 02 10 94
- loicmidavaine.pro@outlook.com

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

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

Miscellaneous

Microsoft Azure	★★★★★
Unity	★★★★★

Languages

English	★★★★★
French	★★★★★

INTERESTS

- **Programming**
- **Game dev**
- **Video games**
- **Video editing**

ABOUT ME

I am a resourceful and passionate developer. I am able to quickly identify problems and solve them. 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

Fullstack Developer
Auxipress | November 2024 - Present

Auxpress is a company using media intelligence to provide insight for their clients. As part of the Tech department, my role as a Full Stack Developer involves creating software solutions in close collaboration with my teammates on the development team. My primary mission includes designing applications, websites, and services. I also ensure the sustainability and continuous improvement of existing software, handling maintenance, troubleshooting, and performance optimization.

Fullstack Developer
Calysta NV | September 2023 - Novermber 2024

I am a Fullstack Developer and IT Support member at Calysta NV, a company specializing in intellectual property advice and management. My role within the IT team involves maintaining and enhancing our internal tools, extracting valuable data from our database, and offering IT support to our colleagues.

Junior developer
eDock | June 2021 - September 2023

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, 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.

EDUCATION

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

PERSONAL PROJECTS

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

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/