Gauthier Cassany
Software Engineer

Software Engineer and indie game developper.
My skills tend to be more focused on backend development and DevOps, but I am eager to learn, overcome new challenges and build well-crafted software.

Contact

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https://gauthier-cassany.com

Hobbies

World Building
Sport
Video Game
Literature

Languages

English : Proficient (C1/C2)
Chinese : Beginner
German : Beginner

Education

2017 - 2021   Master of Engineering, Computer Science INSA

2016   High School diploma, scientific option, with honours

Experience

Software Engineer, Lyra Network, Toulouse
May 2021 - ...
Maintenance and development of payment applications, onboarding of new members, writing of technical documentation
Java EE, Spring Boot, Gradle, Maven, Automation, Continuous integration

Software Engineer Intern, Lyra Network, Toulouse
February - May 2021
Analysis, development and delivery of a payment application, E2E testing implementation, Continuous integration implementation, writing of technical documentation
Spring Boot, Hibernate, Gradle, Maven, MariaDB, Docker, Testcafe, Ansible

Software Engineer Intern, Infotel, Toulouse
June - October 2020
Development of a vocal assistant for an IOT application
Amazon Alexa, NodeJs, Angular, Docker, MariaDB

Project

Anomaly detection in air traffic network frames, INSA X Activus
November 2020 - January 2021
Design and implementation of the software architecture, Spring Boot microservices development, Data processing pipeline implementation, Continuous Integration implementation
Spring Boot, Spring Cloud, Micro service, API REST, Elastic Search, Spark, Python, Jenkins

Skills

Java	SQL Database	Creative
Spring & Spring Boot	Linux	Curious
Hibernate	Git	Organized
Maven, Gradle	Docker	Problem Solving
Javascript, Node.js	Jenkins	
React.js, Next.js	Agile workflow	
HTML & CSS		