



# Gauthier Cassany

## Software Engineer

Software Engineer and indie game developer.

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

06 01 38 13 93

[gauthier.cassany@gmail.com](mailto:gauthier.cassany@gmail.com)

135 Chemin de la Salade

Ponsan, Toulouse, France

<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

Spring & Spring Boot

Hibernate

Maven, Gradle

Javascript, Node.js

React.js, Next.js

HTML & CSS

SQL Database

Linux

Git

Docker

Jenkins

Agile workflow

Creative

Curious

Organized

Problem Solving