

Paul-Henry Glorianne

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PROJECTS

Shashinterest | *React, Firebase*

Jun. 2021 - Jul. 2021

- Developed a full-stack website, clone of Pinterest, using Unsplash API with React as the frontend
- Implemented Firebase Authentication for users to sign in, log in, update/reset passwords
- Designed the elements of the website using Styled-Components and Bootstrap

Battleship | *Javascript*

Jun. 2021

- Created a strategy type guessing game where the user plays against the computer
- Integrated the drag and drop feature to position the ships on the grid
- Displayed the feedback of hit or miss using the CSS animation

Todo list | *Javascript*

May 2021

- Built a simple todo list app where the user can create, edit and delete projects and tasks
- Organised the Javascript file by combining modules, factory functions and other aspects of OOP
- Executed the save feature for tasks and projects using Local Storage

TECHNOLOGIES AND LANGUAGES

Technical Languages: HTML, CSS/SCSS, Javascript (ES6), Ruby (prior experience)

Libraries & Frameworks: React, React Native, TypeScript, Styled-Components, Material-UI, Bootstrap

Tools & Platforms: Git, GitHub, Webpack, Figma, Netlify, ESLint, Prettier, Firebase

Spoken Languages: French (native), English (fluent), Japanese (basic)

EXPERIENCE

Content Writer @ *Freelance, France*

Oct. 2020 – May 2021

- Created written content for websites, including product descriptions, blog posts, and informative articles, that drove relevant organic traffic
- Involved in solving problems clients care most about, like editing existing content for errors in spelling, grammar, punctuation, while emulating their brand's tone of voice

Rental Management Officer @ *Action Logement, France*

Aug. 2019 – Oct. 2020

- Directed investigations to verify and resolve incidents related to the registration of offers
- Ensured the relationship with internal services and external service providers by keeping updated and detailed reports for allowing the updating, processing of offers and resolution of incidents

Eyeglasses Designer @ *Mari Vision, Japan*

Mar. 2017 – Jan. 2019

- Assisted the designers in developing patterns for eyeglasses frames for the new collection
- Maintained communication between the in-house Japanese design team and clients from overseas and Japan to ensure that orders are completed within the agreed time

EDUCATION

The Odin Project

Online

Courses: Web Foundations, Javascript, React, Object Oriented Programming

Feb. 2021 – Present

Education First

Brisbane, Australia

Certificate of proficiency in English. Awarded the best student out of 60 students

Sep. 2014 – Mar. 2015

ICAN, Institute of Creation and Digital Animation

Paris, France

Bachelor of Game Design. Courses: Game Design, 3D animation, Programming

Aug. 2011 – Aug. 2013

