

Paul-Henry Glorianne

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PROJECTS

- Shashinterest** | *React, CSS, HTML, 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** | *HTML, CSS, 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** | *HTML, CSS, 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

EXPERIENCE

- Content Writer** @ *Freelance, France* Oct. 2020 – May 2021
- Created written content for websites, including product descriptions, blog posts, and informative articles
 - Edited existing content for errors in spelling, grammar, punctuation, tone, and style
- Rental Management Officer** @ *Action Logement, France* Aug. 2019 – Oct. 2020
- Resolved incidents related to the registration of offers by identifying the problem and implementing the appropriate solutions
 - Ensured the relationship with internal services and external service providers 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 design team and clients 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

TECHNOLOGIES AND LANGUAGES

- Technical Languages:** HTML, CSS, Javascript (ES6), Ruby (prior experience)
- Libraries & Frameworks:** React, Styled-Components, Material-UI, Bootstrap
- Tools & Platforms:** Git, GitHub, Webpack, Netlify, Firebase
- Spoken Languages:** French (native), English (fluent), Japanese (basic)