

PROFIL



ADRESS

38400 Saint-Martin-d'Hères



quentingarcia40@gmail.com



PHONE

+33 6 32 44 15 44



BIRTHDAY





PORTEFOLIO

https://quentingarcia.com

TECHNOLOGIES

React.js

Node.js

HTML5 / CSS3

Javascript

Typescript

Jest / Playwright

SOFTSKILLS

Teamwork

Autonomy

Strength of proposal

Attention to details

Curious

LANGUAGES

French: native

English: professional

HOBBIES

Powerlifting Aquarium

GARCIA QUENTIN

FULLSTACK ENGINEER

I am a passionate front-end developer with a keen interest in exploring new technologies. I place great emphasis on the quality and sustainability of the code and solutions implemented.



PROFESSIONAL EXPERIENCES

Aug 2023

VOLUNTEER FULLSTACK DEVELOPER

AMCOEUR Today

> Redesigning the association's website using React, Node.js, TypeScript and MongoDB. Creating a back office to non technical volunteers to manage adoptions and website content. I manage a junior developer on this project.

April 2022

TECH LEAD FRONT-END WEB DEVELOPMENT

LINXO - AIX-EN-PROVENCE July 2023

Tech lead for React.js and Node.js projects, I've worked on legacy applications. I also initiated a new project using React / Node / TypeScript / Storybook following atomic design principles. I also implemented integration tests and set up a monorepo architecture for each legacy and new projects

under my responsability.

Nov 2021

FRONT-END WEB DEVELOPER REACT.JS

LINXO - AIX-EN-PROVENCE April 2022

> Legacy project with significant technical debt using React and Node.js. A team of 2 people. My proactive approach and energy enabled me to assume

the role of Tech Lead for the team.

Aug 2019

DÉVELOPPEUR SIMULATION C# WPF

DIGINEXT CS GROUP - AIX-EN-PROVENCE Jul 2023

Heavy client C# development within a 20-person team. Analysis, design. Agile

process.

Sept 2018

FREELANCE UNITY3D VR DEVELOPER

FAURECIA - SELONCOURT Febr 2019

Lead Unity3D Developer for a virtual reality-based production line simulation

application.

April 2018

INTERN UNITY3D VR

FAURECIA - SELONCOURT Sept 2018

Lead Unity3D Developer for a virtual reality-based production line simulation

application.



GRADUATIONS

Sept 2013

COMPUTER ENGINEERING DEGREE

EISTI PAU August 2018