Romane Cavey

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in romane-cavey | ○ RomaneCAVEY |

France

OBJECTIVE

Passionate about computer science, serious and curious, I am looking for a 17-week internship abroad during the period June-September 2025 in the field of computing, especially in computer programming or cybersecurity, which will allow me to acquire new skills or develop others.

EXPERIENCE

- **Start Up Citron [⊕]** — *June - July 2024*
  Intership (2 months) — France
  ◦ Developed a feature flag manager service in Golang in a hexagonal architecture to centralize the feature-flags of the different services
  ◦ Used tools: Postgres database , Docker, Git ,API REST, Github, E2E Tests....
  ◦ Saved efficiency and time when implementing a new feature on the platform. Around 100 FeatureFlags in the application.

EDUCATION

- **Student in Computer Science at ENSEIRB-MATMECA** — *2023 - 2026*
  Graduate School of Electronics, Computer, Telecommunications, Mathematics and Mechanics — Bordeaux, FRANCE
  ◦ Currently in 2nd year of 3 year Master's degree programme in computing science.(Java Script, C++,Java , Python,)
  ◦ Member of the cybersecurity club and the Computing Science club of the school
  ◦ Courses: information theory, algorithm, network, database, quantum computing

- **Undergraduate / Preparatory Classes for French graduate schools of engineering** — *2021-2023*
  Undergraduated after highschool (gratuated with honors) — Versailles, FRANCE
  ◦ Completed a 2-year intensive Maths , Physics and Computer Science course in preparation for the selective entrance examination to French engineering schools

PROJECTS

- **Group Project: [Modelling games in C : Splendor and Carcassonne]** — *February 2024-May 2024*
  Tools: [Igraph], MinMAx
  ◦ Implementated game elements through graphs in order to optimize the calculation of points.Used Igraph to model graphs.
  ◦ Modelled client-server interaction, and implemented dynamic libraries.
  ◦ Ranked 3rd in our competition.

- **Group Project: [Modelling game in JavaScript: Megapolis]** — *February 2024-May 2024*
  Tools: [Pure programming,HTML]
  ◦ Calculated the best possible shots in order to optimize the score of the player.
  ◦ Used pure programming (First-class citizen) to have no side effects.
  ◦ Created an HTML interface to have a graphical view of the game

- **Modelling and solving the post office problem using Voronoi diagrams in C** — *April 2022- July 2022*
  Tools: [Graph, C, C++]
  ◦ Modelled the problem using C graphs to solve the Post Office problem.
  ◦ Implemented priority queues to encode the plan dynamic scanning algorithm to partition it
  ◦ This modeling allows to partition the plan very quickly and accurately

SKILLS

- **Programming Languages:** C, Python, JavaScript, HTML, Latex, Caml, SQL, Java, Golang, C++, TypeScript
- **Other Tools:** Bash, ssh, Git, Linux, API REST, Continuous integration, , Tests E2E, Token JWT, Docker, Jira
- **Soft Skils:** Quick understanding, Curious and motivated, Adaptable, Analytical capability adapted to problem solving, Team work

ADDITIONAL INFORMATION

Languages: French (mother tongue), English (fluent), German (B1)
Interests: Taekwondo, climbing, Capture The Flag, Member of my school's Eirbware (network) and Unlock (cybersecurity) clubs, Web programming, Deep Learning, interest for AI