

SAMUEL ALEV
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EDUCATION

SUPINFO International University

Brussels, BE

Master's in computer science

- Teacher of web, Python and security courses.
- Contribution to the University with projects.

SKILLS AND CERTIFICATIONS

- Proefficient in development (JavaScript, Python, PHP, C/C++, GraphQL), real time technologies (WebSockets, WebRTC), data analytics (R, Python, TensorFlow, Tableau, Hadoop, Spark, Hive), server management (Windows Server & Linux), cloud (GCP, AWS, Docker, Kubernetes).
- Speak French and English fluently.
- Certified in Rohde & Schwarz Web App Firewall, Cisco CCNA academic, AngularJS Developer.

CONTRIBUTIONS

- Contribute to Open Source Projects such as TensorFlow, Gatsby and VueJS.
- Write blog posts on JavaScript and Python technologies.
- Volunteer in a conference called FOSDEM which is about Open Source Projects.

LEGAL EXPERIENCE

Freelance – Full stack dev and Sys Admin

Aug 2016 – Current

- Working as a dev – JavaScript, Python & PHP, mainly web and big data.
- Sys Admin – Windows/Linux Server, Cisco, Palo Alto.

Oromys – Trainer

Feb 2019 – Current

Teaching companies cutting edge technologies in JavaScript, principally React (Native), AngularJS/8 and VueJS, and Python, big data principally with TensorFlow, Hadoop and Spark.

- Gave formations to more than 200 persons from big companies.

DMBA – Full stack dev – Brussels, BE

Aug 2018 – Oct 2019

Developing a web application in PHP (Laravel) and VueJS/NuxtJS to sell medical formations and a real time eLearning platform with WebRTC.

- Reduced frontend codebase by 30% by refactoring VueJS components using atomic design.
- Integrated Stripe API into a Laravel payment platform to allow processing of ~100.000€ / month.
- Utilized JavaScript and C3.js library to design metrics graphs for monthly company reporting.

BBJTO – Full stack dev – Liège, BE

Dec 2018 – Jan 2019

Creation from scratch of a Blackjack game in real time with WebSockets supported on desktops, tablets and phones with JavaScript (NodeJS) and GraphQL.

- Multi-room game design to be able to have multiple games at the same time.
- Designed stats charts with the data obtained from the game and stored in NoSQL (MongoDB).

Boxify – Dev (web & mobile) – Brussels, BE

Jun 2017 – Oct 2017

Redesign of a customer app with React Native for Android and iOS.

- Refactored codebase to follow React Native best practices, and expanded test coverage to 95%.
- Cut average taps by 40% through optimizing UI/UX by eliminating repetitive elements.

LANGUAGES

- French: Mother tongue.
- English: Very good level in writing, reading and speaking.
- Dutch: Basic notion of the language in writing and reading.

HOBBIES

- Music: Ukulele and Kalimba.
- Climbing: Outdoors with friends.
- Art: I really like going to exhibitions and meet new people.