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## EDUCATION

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### **SUPINFO International University**

Brussels, BE

Master's in computer science

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

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## SKILLS AND CERTIFICATION

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- 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.

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## CONTRIBUTIONS

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- 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.

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## LEGAL EXPERIENCE

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### **Freelance** – Full stack dev and Sys Admin

Aug 2016 – Current

Working as web dev – JavaScript, Python & PHP

Big Data – Python, Hadoop, YARN, Spark, Kafka, MongoDB.

Sys Admin – Windows Server, Cisco.

### **Oromys** – Trainer

Feb 2019 – Current

Teaching companies cutting edge technologies in JavaScript – principally React (Native), AngularJS/8 and VueJS.

- Gave web development formations more than 200 persons from different companies with visible improvement in their works.

### **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 ~20.000€ / 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).
- Optimized backend API by decreasing requests response time.

**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.

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## LANGUAGES

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

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## HOBBIES

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- Music: Ukulele and Kalimba
- Sport: Outdoors rollers with friends