

# JUNIOR SOFTWARE ENGINEER

L É O J A N , 2 5 Y E A R S O L D

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## EDUCATION

### 2016 - 2020: IT Engineering

*Polytech*, Engineering school of the Grenoble Alpes University

### 2014 - 2016: PEIP Marseille

*Preparatory classes* : two-year undergraduate intensive course in mathematics, physics, chemistry and IT

### 2014: Double degree AbiBac

French Bacalauréat S (focus on natural sciences)

German Abitur (focus on German literature and history)

## EXPERIENCES

### GreenDelta, Berlin: January 2021 - Now

*Web und Software Programmation (React, Java)*: Work on different open source projects, in relationship with sustainability development. Add new features for **openLCA**, software for Life Cycle Assessment, and creation of a light Web version of **openLCA** in the construction field.

### Enovacom, Marseille: 4 months - 2020

*Software interoperability: Backend (Java Spring, SoapUI)*: Creation of a FHIR server, allowing the communication (API) between a directory software and any third party application which is FHIR compliant.

### Motion Picture Association of America, Bruxelles: 3 month - 2019

*Automatisation of Web investigation (Jquery, PHP, Python)*: Website creation, in order to centralize multiple **scripts** that automatize the investigation about some infringing website, which are putting some illegal content on internet.

## PROJECTS

- November 2020: Personal project to create a networked **Ultimate Frisbee simulation game**, using **Unreal Engine**, in a team of 5, with the aim of creating a game that recreates an Ultimate match as best as possible, with realistic physics.
- March 2020: **Web CV** creation, with **React**. It is a personal project, in order to master React. Deployment in production with the help of Netlify, on a custom domain name registered on Google Domains: [janleo.fr](http://janleo.fr)
- 2017, 2018, 2019 : **IT Night**. Multidisciplinary hackaton over one night, with the aim of creating a website as a team. We won some prizes.
- June 2017 & 2018: **File compression utilities**, based on LZW and Huffman algorithms, programmed in **C**, developed in 1 week in a team of 6.
- June 2017, **The floor is Lava** & June 2018, **COLORicm**:

As a group Leader of a team of 6, we developped a 2D video game in **java (swing)**, with real-time controls, and modular features, involving automatons, introducing the notion of artificial intelligence, in 3 weeks.

## SKILLS

**System development** (C, Assembleur)

**Software development** (Java, Python, OCaml)

**Web development** (React, HTML, CSS, PHP, SQL, Jquery)

Thorough knowledge of **git** and **linux**

## LANGUAGES

**French**: mother tongue

**Allemand** : fluent

**Anglais** : fluent (810/990 TOEIC)

## HOBBIES

**IT Development**

**Sport**: Ultimate Frisbee (Team leader within the school), Badminton, Basketball, Table Tennis,

**Reading**: fantasy

**Music**: 8 years of Music theory and piano, bass

**Travel**