



Tony HERBET LE FAUCHEUR

Application Designer-Developer / Web and Mobile Web Developer / Front-End / React Specialization - Permanent contract - Available immediately

✉ herbet.le.faucheur.tony@gmail.com

📅 36 years old

🏠 92700 COLOMBES

📄 License B

🚗 Personal vehicle

COMPÉTENCES

React

Various projects during and after my training.
Knowledge: Redux, Styled components, Router...

TypeScript / JavaScript / Node.js

React Native / Vue.js / Canvas

Self-taught discovery

PHP

Daily projects during my training
Knowledge: Symfony / Laravel / Lumen

SQL / PostgreSQL

HTML / CSS / Sass / Jest / GitHub & GitLab

Windows / MacOS / Linux

WORK EXPERIENCE

Full-Stack

Since January 2024 **SOS : Save Our Storage** Personal project (2 people)

- Mobile application to manage your provisions and storage space
- Main technologies: React native/TypeScript/NextJS

Full-Stack

Since June 2023 **Kidiparc** Personal project (2 people)

- Mobile application to organize outings for children in parks and playgrounds
- In progress

Front-End

From November 2021 to February 2023 **Canal+** Work-study

- Within the Full OTT team, in charge of the "myCanal" application for TV/Playstation 4&5/Orange ISP/White label application/others
- Main technologies: React/Redux/TypeScript/RxJS/Jest

Full-Stack

From September 2022 to October 2022 **LorenzO'Tickets** End of training project

- After-sales service ticket management site : [LorenzO'Tickets repository](#).
- Team of 3 people, we all worked on the full-stack
- Main technologies: React/TypeScript/Apollo/Knex.js/GraphQL/PostgreSQL/Jest/Joi

Front-End

April 2021 **Canvas Invaders** Personal project

- Discovery of Canvas
- Inspired by the game Space Invaders to have a foundation on which to learn Canvas: [Canvas Invaders](#)

Front-End

February 2021 **D&D 5e Damage Calculator** Personal project

- Discovery of Vue.js
- Calculation tool for the Dungeons and Dragons role-playing game: [D&D 5e Damage Calculator](#)

Front-End

November 2020 **Linear gradient** Personal project

- Discovery of React Native
- Visualize linear gradients and have the corresponding css: [Linear gradient](#)

Front-End

October 2020 **P3FC** Personal project

- Five-choice rock-paper-scissors game: [P3FC](#)
- Technology: JavaScript then redesigned in React

Front-End

July 2020 **O'ld the door** End of training project

- Team of 5 developers (3 Front-End, 2 Back-End)
- Creation of a "textual escape game" type gaming website with Symfony and React: [O'ld The Door](#)

RÉSEAUX

Portfolio

[thlf.dev](#)

Github

[Tony-Herbet](#)

LinkedIn

[tony-herbet-le-faucheur](#)

LANGUAGES

English

Mastery ([EF SET Certificate: C2](#))

EDUCATION

Level 6 Professional Title - Application Designer-Developer

February 2023 **O'clock** Degree obtained

Application Designer-Developer

From November 2021 to February 2023

O'clock - Labeled Grande École du Numérique
Work-study training

- 16 months of training (2 days course / 3 days company)
- months full-time in company (Canal+)
- 18 days of end of training project

[More information on the O'clock website](#)

Level 5 Professional Title - Web and Mobile Web Developer

March 2021 **O'Clock** Degree obtained

Quality control in web projects

September 2020 **OPQUAST** Formation
890 / 1000 - Advanced level

Web and Mobile Web Developer

From February 2020 to July 2020

O'clock - Labeled Grande École du Numérique
Formation

700 intensive hours

- 3 months of Socle: HTML5/CSS3/JavaScript/PHP/MySQL
- 1 month of Specialization: React
- 1 month end of training project