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Education

EPITA Villejuif, France

M.S. IN COMPUTER SCIENCE

SCIENTIFIC BACCALAURÉAT

2019 - Exp. 2024

Jan. 2020 - May 2020

2016 - 2019

· Currently 2nd year undergrad at EPITA

Lycée Michelet Vanves, France

Great honors

- Specialization: Mathematics
- Option: Engineering Sciences

Skills_

Programming languages Python, C, Rust, JavaScript, Lua, CamL, C#

Web frameworks Node.js, React.js, Sass, Webpack Databases MySQL, SQLite, MongoDB, Redis Tools git, ŁTEX, vim, VS Code, Docker, CI/CD

Operating systems Windows, GNU/Linux

Languages French (Native speaker), English (TOEIC: 790), Spanish (Some notions)

Experiences

Prism Villejuif, France

DEVELOPER Sep. 2020 - Dec. 2020

• Development of an OCR in C from scratch

• Techonologies used: C, make, gcc, clang-format, valgrind, Unity test framework, GTK, git

L'Equipage Solidaire

DEVELOPER Sep. 2020 - Nov. 2020

• Website for the group L'Equipage Solidaire.

• Techonologies used: React.js, Node.js, Express.js, MongoDB, Redis, git

ReachYourGoal

LEAD DEVELOPER Jun. 2020 - Sep. 2020

• Website to organize and participate to challenges.

• Techonologies used: React.js, Node.js, Express.js, MongoDB, git

ORA Villejuif, France

• Project Leader and Developer for ORA a peer to peer storage application.

- Technologies used: C#, git, GitHub, Travis CI, React.js · Methods used: TDD, CI/CD, GitHub Flow

Ecklesia Server

PROJECT LEADER, DEVELOPER

DEVELOPER Nov. 2017 - Sep. 2019

- Development of client and server side addons for Ecklesia a French Garry's Mod role play server.
- Technologies used: Lua, SQLite, git, GitLab CI/CD, FTP

Independant Game Making

DEVELOPER, GAME DESIGNER, GAME ARTIST Jul. 2016 - Oct. 2017

• Video Game development from A to Z for Game Jams or during free time. • Tools used: Construct 2, GameMaker, Love2D, Photoshop, Aseprite, FL Studio, BFXR

Société Générale La Défense, France

TRAINEE Dec. 2016

- Trainee in IT department, observation of project realization. · Usage of Agile method, SQL, bash