

# Léo Benito

COMPUTER SCIENCE STUDENT

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## Education

### EPITA

M.S. IN COMPUTER SCIENCE

- Currently 3rd year undergrad at EPITA

Villejuif, France

2019 - Exp. 2024

### Czech Technical University

SEMESTER ABROAD

- IT faculty

Prague, Czech Republic

Feb. 2021 - Jun. 2021

## Skills

**Programming languages** Rust, C, C++, Python, JavaScript, Lua, C#, Java

**Web frameworks** React.js, Sass, Express.js, Svelte

**Databases** MongoDB, Redis, PostgreSQL

**Tools** git, ~~TeX~~ vim, VS Code, Docker, GitHub, CI/CD, Make, Ansible, Vagrant

**Operating systems** Windows, GNU/Linux

**Languages** French (Native speaker), English (TOEIC: 915)

## Experiences

### ASM

TEACHER ASSISTANT

- Programming teacher assistant in C and Rust for 2nd year undergrad student

Villejuif, France

Sep. 2021 - Jun. 2022

### Homelab

SYSADMIN, DEVOPS

- Maintenance and development of multiple services hosted at home.
- Technologies used: Docker, Ansible, Vagrant

At home

Jul. 2021 - Now

### Treezor

DEVELOPER

- Development of a Ledger application, web browser interaction.
- Technologies used: C, make

Paris, France

Jun. 2021 - Aug. 2021

### Prism

DEVELOPER

- Development of an OCR in C from scratch
- Technologies used: C, make, Unity test framework, GTK, git, GitHubActions, Docker

Villejuif, France

Sep. 2020 - Dec. 2020

### L'Equipage Solidaire

DEVELOPER

- Website for the association L'Equipage Solidaire.
- Technologies used: React.js, Node.js, Express.js, MongoDB, Redis, git

On line

Sep. 2020 - Nov. 2020

### ORA

PROJECT LEADER, DEVELOPER

- 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

Villejuif, France

Jan. 2020 - May 2020

### Ecklesia Server

DEVELOPER

- 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

On line

Nov. 2017 - Sep. 2019

### Independant Game Making

DEVELOPER, GAME DESIGNER, GAME ARTIST

- 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

On line

Jul. 2016 - Oct. 2017