



Vaillant FEUVRAY

PROFILE

I am currently attending programming/IT Bachelor cycle (along with a Master's degree afterward) with the goal of becoming a Software Engineer.

Carried by passion and looking for challenges, I aim to sharpen my problem solving and logic skills and their use in computer programming. I am particularly interested by heavy applications developpement as well and software optimization.

SKILLS

Software Programming :

- C / C++ / C# / Python

Web :

- HTML / CSS / ASP.NET /
PHP + Laravel Framework /
Javascript + Google App script /
Bash

Other IT:

- Git / UNIX

Fluent English and French

CONTACT INFORMATIONS

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<https://github.com/VFEUVRAY>

HOBBIES

Algorithmic challenges (currently on Leetcode.com)

Video game tournaments organising

Fitness, Cycling

Strength sports such as Strongman and Powerlifting

SOFTWARE DEVELOPER

SEARCHING FOR APPRENTICESHIP

FORMATION

ETNA Paris

Bachelor | 2021 - 2022 | Information Technologies Engineering course

- Training in following languages: C / HTML / SQL / PHP / Bash / Symfony Framework
- Learning through projects, E/Distance learning, projects presentations

EPITECH Paris

Tek 1 | June 2017

- Training in C, Unix administration, learning through projects

PROJECTS

EPITECH - Minishell

Project developed in C

Developement of a Shell console with integration of essential bash functions such as : LS, CD, RM, MKDIR, SUDO. Error handling, user prompt.

Memory handling and preventing leaks.

Website "Page Bleue" - ETNA

Project developed with Laravel Framework

Address book style website developed in PHP with Laravel, built with a MVC architecture.

MySQL database handling, saving of contact informations for Enterprises and Collaborators, authorization access handling through middlewares.

Hack'n Slash type game

Project developed in Python along with the Pygame module

Action game with infinite waves of increasingly numerous, randomly generated enemies. Several actions such as aerial combat, projectile throwing.

Online ranked ladder via automated Google Sheet

Project developed in Javascript, HTML and Google App Script

Ranked ladder of competitive players build from in game scores, with the data being handled in a Google Sheet with scripts.

Splitting of administrator and user fonctionnalités on dedicated sheets.

Multiple features such as adding new players, reporting a played challenge score, user sheet update from administrator sheet, automatic split of players in leagues depending on total scores, complete history of past challenges.

PROFESSIONAL EXPERIENCES

Orders Picker / Operator

Synergie Interim | 2018 - February 2021 | Temporary work

- Reception and registration of received goods
- Conditionning, storage, handling and preparation of wares for expedition
- Inventory compiling and management

Vendor / Store Clerk

Micromania Zing | June - August 2020 | Fixed term contract

- Advising and accompagnying clients
- Stock and storage handling
- Online orders processing