

Senior Engineer (contractor) Senior Engineer (contractor) Senior Engineer Palo Alto, CA I am curious, passionate, I love learning and I am multi-skilled. I mostly work on Python/Django, I have created numerous video games, a medical project, a Unix shell, several websites, done construction work and I even worked as a summer camp activity leader for 5 years. I love to create new things, and develop new projects.

Work Experience Senior Engineer (contractor) VIMOC Technologies - Mountain View, CA October 2017 to December 2017 I developed a NodeJS website for one of their clients (UCLA) to help them visualize their data with Google Charts and I was drawing SVG (zones) on Google Maps. The second project was a Tapestry (Java) website that I helped to finish the integration of features. I also created Admin tools on ReactJS to let them manage and deploy their products more easily. I maintained and deployed their different products using Ubuntu, Python and writing documentation on Confluence.

Project Manager Project - Fremont, CA December 2016 to June 2017 I developed a website in Flask (Python) to help maintain a building which has more than 160 rooms. Including a map in vector made on Illustrator with issues, status, etc of eachs rooms. I also added a stock managment (SQL) feature.

C# Developer, Designer We Are Bots - Paris April 2016 to November 2016 I worked with Unity/C# on Drift Into Eternity, a 3D video game available on Steam. I created multiple assets, code and transformed graphics from 2D to 3D. Part of this included developing the inventory, 2D, 3D and code.

Python / Django Developer Eco CO2 - Paris February 2016 to August 2016 I mostly worked on TBH (Study on 3,200 homes in France that helped to manage their electricity) using Python/Django. I created unit tests, normalized the project to PEP 8, used Highcharts to create new data charts. I have put the all API to REST full and created documentation for it.

Project Manager, C# Developer, Designer Diag-It - Paris April 2015 to September 2015 I created and managed the team who created a medical application. I developed the NodeJS API, the Django/ Python PostgreSQL website. I also helped with the development of the phone App.

Internship 42 - Paris May 2014 to November 2014 I created the food truck website and its functions such as: ordering, cart and recipes management. I also generated the management of food stock in real time.

Education BS in Innovative Engineering School 42 - Paris 2013 to 2016 BS in Game Design ICAN - Paris 2007 to 2010 Skills Python (3 years), Django (2 years), Photoshop (5

years), Illustrator (3 years), C (3 years), C++ (1 year), C# (3 years), Unity 3D (3 years), ReactJS (Less than 1 year), HTML (4 years), CSS (4 years), JS (4 years), php (1 year), NodeJS (1 year), Git (3 years), PostgreSQL (3 years), MySQL (2 years), Linux (3 years), Shell Script (1 year), Bash (1 year), 3D Studio Max (4 years), Indesign (2 years), After Effects (1 year), word (3 years), Excel (3 years), JIRA (1 year), Confluence (1 year), Z-Brush (1 year), Solidworks (1 year), Catia (1 year), Mantis (1 year), Cordovaa (1 year), AngularJS (Less than 1 year), Blender (2 years), Wordpress (1 year), Etc.

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