Alexis LAUNAY — Web developer

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WORK EXPERIENCE

11.2018 – PRESENT — **Web Developer** @ Inyo (inyo.me)
Took part in the global **TechStars** **Paris accelerator** program. Built a new product within a team of 4. Front-end with **React** and back-end with **Node.js**, **Prisma and GraphQL**..

08.2016 – PRESENT — **Web Developer** @ Prototypo (prototypo.io)
Rewrote the back-end with **Node.js**, **AWS Lambda**, **GraphQL** and **Stripe API**. User interfaces development with **React**.

10.2014 – 10.2015 — **Front-End Developer** @ Dolmen Technologies (dolmen.bzh)
Half-course half-work during 3rd year in my engineer school.

06.2014 – 08.2014 — **Mobile Game Development Intern** @ Dolmen Technologies (dolmen.bzh)

PERSONAL PROJECTS

2013 – 2017 — **Global Game Jam Rennes**
- 2 games made with **C++ / SFML**
- 3 games made with **web** technologies

2009 – 2012 — **JeuxAmateurs.fr, website about indie game development**

2009 – 2010 — **2nd in contest INNOV'Game : C++ game development**

EDUCATION

09.2012 – 10.2017 — **ISEN Brest-Rennes, Engineer school**

SKILLS

Game	C++, SFML, C#, Unity
Web	HTML, CSS, Javascript & Node.js, React, Prisma, GraphQL
Tools	Git, GitHub, Webpack, Babel

LANGUAGES

French	English	Japanese	Spanish
Native speaker	Professional level Cambridge's FCE	Upper Beginner	Beginner

INTERESTS

Japanese Culture	Animation, Music, Language
Music	Guitar, Rock
Hack Days	Global Game Jam (since 2012), Museomix