Armand Sumo

Software Engineer (Full-Stack)

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— WORK EXPERIENCE

Wanadev

3D Front-end Developer   February 2024 - September 2024

- Developed a custom 2D industrial drawing tool with Paper.js.
- Implemented product configurators using a Three.js/Vue.js front-end and a PHP Symfony back-end.

Digital Product School by UnternehmerTUM

Full-stack Software Engineer   January 2023 - June 2023

- Developed a React, Java Spring / PostgreSQL web application to improve task scheduling for production engineers.
- Worked on a location-based web application enabling search for accessible public toilets in Munich. Used React, the Google Places API, Leaflet and Spring.

ArcelorMittal France

Augmented Reality Developer   April 2022 - September 2022

- Built a Unity application for plant operators using AR devices for interactive remote troubleshooting. Deployed on Hololens 2.

— PROJECTS

WebGL Imaging   December 2023

- Implemented a web interface to visualize 3D MRI scans using Typescript, React and WebGL2. The rendering pipeline, scene and shaders were developed without relying on third-party engines.

Music Composition   June 2023 - December 2023

- Developed software for music composition and live performance.
- Open-source example: https://github.com/a-sumo/beatboxit Analysis and similarity search for audio samples. Back-end in Python, Front-end in Angular.

— SKILLS

- Python, Javascript / Typescript, Java, React, Vue
- WebGL, Figma, Unity
- Git, Linux - Shell, Docker
- French (native), English (bilingual), Italian (bilingual), Spanish (proficient), German (beginner)

— EDUCATION

IMT Nord Europe

Master's Degree in Engineering (Computer Science)   May 2023

Lycée Franklin Roosevelt

Preparatory Classes   May 2019