



# Alex JACQUOT

## Software Engineer



alex-jacquot.000webhostapp.com



www.linkedin.com/in/alexjacquot



alex.jacquot.dev@gmail.com



06 04 17 03 68

*Young student in Computing Science, always ready to help people with computers and face new challenges. Currently looking for an internship contract in an innovative, human-positive IT company.*

## WORK EXPERIENCE



Apr 2016

**SOFTWARE DEVELOPER** | CSC COMPUTER SCIENCES SAS

Developer of an Excel application with MySQL support and Java testing providing extraction, formatting, stockade and document generation tools for support tickets from the local JIRA platform.



Jun 2016

## TECHNICAL SKILLS & REALIZATIONS



### SOFTWARE ENGINEERING ★★ ★★

JAVA7 ★★ ★ - Python ★★ - C/C++ ★  
UML - Agile Methods  
SVN/GIT -- Eclipse/IntelliJIDEA - JIRA

### WEB DEVELOPMENT ★★

HTML5 - CSS3 - JS - PHP5 ★★  
J2EE - Symfony2 - NodeJS ★

### DATABASE MANAGEMENT ★★

Oracle, PL/SQL - MySQL - JDBC ★★

### EDUCATION

**LICENCE 3 MIASHS**

UT2 - Jean Jaurès

**DUT IN COMPUTING SCIENCE**

IUT de Blagnac

### OTHER

French (native) - English (Professional - C2 TOIEC)

Windows/Linux/Android - Microsoft Office Suite + VBA  
System and Network Administration



## PROJECTS

✦ A **Java Swing** application resulting of a 3-month **SCRUM** project in teams of 6 people.

✦ An **Android** exploration game using **Google Maps API** and with a self-made **Python** server.

✦ A **desktop Java** Application focused on **Conception and UML Modeling** quality.

✦ Strong experience with **game modding** (LUA, Python, C++), and **game making** (Java, libGDX)

## PERSONAL SKILLS



**EFFICIENT** - Gives decent and precise results in a relatively short time span.

**MOTIVATED** - Loves working with computers and producing useful content for others.

**CURIOUS** - Wants to earn valuable technical and professional experience, in a friendly environment.

**AUTONOMOUS** - Able to learn new technologies quickly and on my own.

**FRIENDLY** - Likeable, avoid conflicts, and is usually up for everything.