

Alexandre Toubiana

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🔄 /alextoub

🎂 03/07/1996 (20 ans)

🚗 Permis B

Applying for a 4 months iOS development internship from September 2017

Études

2014 - 2019



IT engineering studies (third year),
EPITA, Paris

2014

French high school diploma,
Prograss School, Paris

Langues

English



Oral & Written,
TOEIC grade: 860.

Spanish



Oral & Written,
B1 level.

Intérêts

Hobbies

- Travel (Etats-Unis, Indonésie, Brésil)
- News
- Vidéos

Associative

- Elected to the Municipal Youth Council of Deuil-La-Barre (from 2006 to 2012).
- Vice Président & Senior Dev. Swift de l'association EpiMac (association dédiée à promouvoir les produits Apple à l'EPITA) depuis 2016.

Activities

- Tennis (4 years)
- Theater (5 years)
- Music (7 years)

Professional experiences

February 2017
- Today



iOS developer (Swift), 3IE (EPITA's innovation laboratory), Paris.

- 📱 Windchat : Snapchat-like application.
- 📱 EpiLife : Schedule app for the schools of the IONIS group.
 - Design UI/UX of the apps.
 - Use of Swift 3 (iOS) and of libraries like Alamofire.
 - Work with a team, the design pole and a project manager.

June - July
2016



Internship, MyEasyMovie, Paris.

- Development of an iOS application of video creation (Swift)
 - Work with an innovating startup
 - Adding functionalities and correct some bugs.

July 2014



Fixed-term contract, Franprix, Montmorency.
Handling.

July 2013



Fixed-term contract, Tesri, Deuil-La-Barre.

Inventory organization / Work on the company website / Photos.

February 2011



Internship, Milestone Factory, Paris.
Middle school discovery internship.

Skills

Programming

- Swift (iOS) 🦉, Java 🌋, Bash 📦, PostgreSQL 🐉.
- C : **Malloc** : Project to recode the malloc library using mmap (1 week).
 - rayTracer** : Project to calculate optical beam positions to create shapes (38 hours).
 - 42sh** : Projet to recode a shell (team of 3, 3 weeks).
 - Recognify** : Création of a face recognition software (team of 4, 4 months).
 - Memfinder** : OCR specialized in memes, as well as an API, a website and an iOS/ Swift application (team of 4, 4 months).
- C++ : **Corewar** : Project to create a virtual machine to manipulate spaceships in memory pages (team of 3, 2 weeks).
- C# : **A-Type** : Work on a FPS in 3D made with UNITY (team of 4, 4 months).

Web Languages

HTML5, CSS, BootStrap.

Graphics Tools

UI/UX design notions, Photoshop, Première Pro, application mock-up tool (Sketch).

Tools

Git, LaTeX, Travis-CI, Carthage, CocoaPods