

Alexandre Toubiana

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🌀 /alextoub

🎂 07/03/1996 (20 years old)



Applying for a 4 months internship (iOS development) from September 2017

About

Third year EPITA student.
iOS (Swift) Developer at the
institute for computer innovation
of EPITA.

Studies

2015 - 2019



IT engineering studies,
EPITA, Paris

2014

Scientific baccalaureat,
ProgeSS School, Paris

Languages

English



Oral & Written,
TOEIC grade: 860.

Spanish



Oral & Written,
Intermediate level.

Interests

Hobbies

Travel (USA, Indonesia, Brasil),
News, Videos, Computing

Associative

- Elected to the Municipal Youth Council of Deuil-La-Barre (from 2006 to 2012).
- Vice President & Senior Dev. Swift at EpiMac (association dedicated to promote Apple products at EPITA) since 2016.

Activities

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

Professional experiences

February 2017
- Today



iOS developer (Swift), 3IE (EPITA), Paris.

Work within EPITA's innovation laboratory.

📱 Windchat : Snapchat-like application written in Swift 3 (iOS).

📅 EpiLife : Schedule app for the IONIS group written in Swift 3 (iOS).

June - July
2016



Internship, MyEasyMovie, Paris.

Development of an iOS app of video creation.

July 2014



Fixed-term contract, Franprix, Montmorency.

Handling.

July 2013



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

Inventory organization / Work on the compny website / Photos.

February 2011



Internship, Milestone Factory, Paris.

Middle school discovery internship.

Skills

Programming

Swift (iOS) 🦉, C, C#, Java 🌐, C++, LaTeX

Web languages

HTML5, CSS, BootStrap

Graphics tools

UI/UX Design notions, Photoshop, Première Pro, Mockup application tool (Sketch).

Others

Driver's license.

Projects

C++ projects
of third year

Piscine, CoreWar

C projects
of third year

Piscine, fnmatch, myfind, malloc, myReadISO, rayTracer, myHTTPd, FormulaOne, 42sh

Memfinder

OCR specialized in "memes" in C, an API, a website and an iOS application.

Recognify

Creation of a facial recognition software in C.

A-Type

Creation of an FPS in 3D in C# with UNITY.