

Alexandre Toubiana

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🔄 /alextoub

🎂 07/03/1996 (21 years)

🚗 Driver Licence

Applying for a 6 months iOS development internship from January 2019

Studies

2014 - 2019



IT engineering studies (third year),
EPITA, Paris

2014

French high school diploma,
Progress School, Paris

Languages

English



Oral & Written,
TOEIC grade: 860.

Spanish



Oral & Written,
B1 level.

Interests

Hobbies

- Travel (USA, Indonesia, Brazil)
- News
- Videos

Associative

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

Activities

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

Professional experiences

August -
December 2017



Internship, Kanopy, San Francisco.

- Development on a video streaming application (Swift)
- Realization of the Apple TV app of the company.
 - Work on their iOS application.

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.

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, Chromecast.

Graphics Tools

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

Tools

Git, LaTeX, Travis-CI, Carthage, CocoaPods, JIRA.