Antoine DESRUET

Backend / Software Developer

E-mail: antoine.desruet@epitech.eu

GitHub: antwxne

Linkedin: antoine-desruet

DESCRIPTION

My academic background at EPITECH, combined with my varied professional experiences, provided me with a solid foundation in IT and allowed me to develop in-depth skills in the areas of backend and software development.

FORMATIONS

Expert en technologie de l'information EPITECH Paris

2019 - 2024

College of computer sciences Université de Chung Ang, Corée du Sud 2022 - 2023

Baccalauréat Scientifique

Lycée Galilée, Combs la Ville 2016 - 2019

SKILLS

- C / C++
- Python + Flask
- Rust
- Git / GitHub Action
- Docker
- NodeJS / Typescript (Nest, Express)

EXPERIENCES

Accompagnateur Pédagogique (APE)

2023 - 2024

EPITECH Paris

Monitoring the education of 1st, 2nd and 3rd year students.

Technical referent:

- Advanced C++, development of a game engine with multiplayer.
- Object Oriented Programming, development of a raytracer in C++.
- Devops, docker, GitHub actions, Jenkins.
- Introduction to web development, To Do list API in Express JS with MySQL.

Development of internal tools in python to facilitate student monitoring.

Python Backend Developer

2022

PeopleForAl

- Development and maintenance of a monolithic REST API in python with Flask. This API was used for image annotation project management.
- Development of tools around Google Sheet with Google Script.
- Integration of the V7 tool API into existing tools.
- Development of tools around the open source image annotation software (CVAT)

PROJECTS

Zia

Implementation of an HTTP web server in C++. Use of sockets and parsing of HTTP requests. Operation with modules inspired by Apache.

Express-cpp

Development of a web development framework in c++. Inspired by ExpressJS. Available on my Github.

R-TYPE

Development of a network game engine in C++. Use of template, TCP and UDP socket.

Babel

Development of a VOIP P2P communication software in C++. Use of UPD socket and an audio compression library (OPUS).

Leukidemia

Virtual reality therapeutic education application (Unity) which aims to help children with leukemia understand and accept their illness.

CVAT Python wrapper

Python wrapper for the API of the open source annotation software CVAT.

PLD_Generator

Python script using the Github API to generate a Project Log Document in .docx format using github issues.