






TOUGUE ARISTIDE ATE

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EDUCATION

Douala, Cameroon University of Douala October 2018 – August 2022

- Master 1 in Computer Science, August 2022.
- Bachelor of Science in Computer Science, July 2021.
- Graduate Coursework: Microservices with Angular, NestJS and MongoDB, Theory of Computation, Agile Workflow, Software Engineering, Advanced algorithms, Operational Research, Operating System, Big Data.
- Undergraduate Coursework: Data Structures & Algorithms with C, Operating Systems, Databases, Web development with JS, PHP et MySQL, OOP with C++ and Java, Functional Programming with Haskell, Linear algebra.

CERTIFICATIONS

[DevOps, Cloud, and Agile Foundations](#) IBM Skills Network June 2022 – October 2022

- DevOps essential characteristics including culture, behavior, practices, tools, methodologies, technologies, and metrics.
- More concepts of Cloud Computing, including its benefits, models, use cases, platforms, services, resources, and opportunities.
- Agile practices of small batches, minimum viable products, pair programming, BDD and TDD.
- Scrum methodologies to create a product backlog, write user stories, use the sprint planning process, and measure performance.

JavaScript Algorithms & Data Structures	freeCodeCamp	August 2022
Back-End Development and APIs	freeCodeCamp	April 2022
Responsive Web Design	freeCodeCamp	April 2022

TECHNICAL EXPERIENCE

Chat app

- Developed and deployed messaging service to communicate data between different users in real-time using Socket.IO.
- Implemented a user-friendly UI with Angular, HTML & CSS.
- Utilized Node.js and MongoDB to create reliable server infrastructure.
- Set authentication system using JsonWebToken. Utilized Node.js and MongoDB to create reliable server infrastructure.
- Wrote unit tests and functionals tests with Jest.
- Wrote Dockerfiles to create Docker containers.

Online Sudoku game platform

- Academic project carried out in a group of 10 people in an Agile environment consisting of designing an online Sudoku game platform using the microservices pattern.
- Implemented a service that allows to make statics on the results of the games of the different players.
- Deployment of the app using Heroku.
- The app has been designed using Angular, NestJS, MongoDB and Cypress.

Personal Library App Converter

- Node.js app that allows adding books to a library, updating them, deleting them or commenting them.
- Designed with HTML, CSS, Express.js and MongoDB.
- Wrote unit tests and functional tests with Mocha/Chai.

TECHNICAL SKILLS

- Frontend: HTML, CSS, SCSS, Bootstrap, Angular.
- Backend: Node.js, Express.js, NestJS, MongoDB, SQL, Socket.IO.
- Programming languages: JavaScript, TypeScript, Python.
- Additional: Agile, Scrum, DevOps, Docker, AWS, Cypress, Jest, Mocha/Chai, Git, Shell.

SOFT SKILLS

Communication, problem solving, teamwork, curiosity, adaptability.

LANGUAGES

- French: native language.
- English: B2.

HOBBIES

Anime, Video games, football, cycling, reading.