



Axel Rivière

Back-end Developer in the second year of 3-year university degree in technology, searching for an internship starting on April 25.

Education

In the second year of three-year university degree in technology

Lens IUT | 2024 - 2025

French Baccalaureate with European English Section Honours

André Malraux High School, Béthune | 2020 - 2023

Skills

Java/JavaFX	<div><div></div></div>
Python/Flask	<div><div></div></div>
PHP/Laravel	<div><div></div></div>
SQL/PLSQL	<div><div></div></div>
HTML/CSS/JS	<div><div></div></div>
UNIX/Bash	<div><div></div></div>

Tools

Git/GitHub/GitLab	<div><div></div></div>
JetBrains IDEs	<div><div></div></div>
Eclipse IDE	<div><div></div></div>
Docker	<div><div></div></div>






Methods

Agile	<div><div></div></div>
Scrum	<div><div></div></div>

Languages

English advanced *Cambridge (2023)*
Spanish intermediate

Contact

-  axelriv62.github.io/portfolio
-  +33 6 23 48 27 76
-  axel.riviere.dev@gmail.com
-  github.com/axelriv62
-  Labourse, regional mobility (driving licence)

Experience

- **Vanlifer - Laravel**
2nd year university project of university degree
 - Design of a Laravel app allowing users to document their travels by publishing articles for each step. Realized by a team of 7 in 36h as part of the 'Web Marathon'.

December 2024
- **Bombberman - JavaFX**
2nd year university project of university degree
 - Design of a Bombberman game in JavaFX by applying the MVC model, implementation of design patterns and use of the GitLab versioning and project management system, in teams of 4.

October 2024
- **LensJudge - Java**
2nd year university project of university degree
 - Development of a Java library allowing the verification of a program submitted during a programming competition. Implementation of design patterns and use of the GitLab version and project management system, in teams of 4.

October 2024
- **The Right Price - Flask**
2nd year university project of university degree
 - Development of The Right Price game in Flask with an API allowing us to retrieve data from an Amazon product to insert into a database. Using the Scrum method and GitLab, in teams of 4.

October 2024
- **Multimedia Server - Docker**
Personal project
 - Recycling an old machine into a media server. Discovering containerization with Docker and developing skills in UNIX commands without a graphical interface.

April 2024
- **Volunteer in a solidarity grocery store**
Le Petit Panier Solidaire, Beuvry
 - Volunteering in a solidarity grocery store with experience in team working, time management and customer relations.

Mars 2024
- **Abyss Explore - HTML/CSS**
1st year university project of university degree
 - Creation of a static website in HTML and CSS for a company organizing diving trips with a study of the market and of customer needs, by team of 3.

November 2023

Hobbies



Football



Movies
Shows



Novels
Comic Books