



Florent BARIS

PROJECT MANAGER

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 24 ans
 Driving License
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 <https://baris-f.github.io/portfolio>

SKILLS

Project Management
Agile Methods (Kanban, Scrum)
Trello, Jira, Notion

Office
Word / Outlook / Teams...
Advanced knowlegde with
Powerpoint / **Excel (automation)**

Programming
Compiled : C / C# / Unity
Web : Node.js / Express
PHP / Javascript / MySQL
Html / CSS
Script : Python / OCaml

Adobe
Illustrator / Photoshop
Premiere Pro / Rush
XD / Figma

Languages
English (C1)
Korean (A2)

References
Cindy Eude, Manager
eudecindy@gmail.com
Johan Thay-nam, Campus Director
johan1.thay-nam@epitech.eu

PRESENTATION

Passionate by project creation as a whole, I have a pluri-disciplinary profile. With a strong technical background, I today am experienced in Digital Transformation and Agile.
I am ambitious, resourceful, adaptable, resilient and creative. I want to make a difference and solve real world problems.

EMPLOYEMENT HISTORY

PEDAGOGIC TEACHER - CDI @ EPITECH DIGITAL

Since September 2020

Active participation to the creation of the school. Teaching in programming and **Digital Transformation. Management of a small team**, use of **Agile Methods**. Workshops and lectures about **agile**.

EPITECH ASSISTANT - INTERSHIPS @ EPITECH

September 2017 - March 2018 / September 2019 - August

Teacher assistant @ Epitech Nancy. Student supervision, of activity around related to web developpement and **project management**.

DEVELOPER AND AGILE TRAINEE - INTERNSHIP @ AGILE PARTNER

April 2018 - August 2018

Enterprise with **agile methods** as core value.
Back-end developer C#. Profile manager and CV generator.
Multiple formations to **agile methods**, and **practical application**.

DEVELOPER MOBILE FULLSTACK - INTERNSHIP @ C2I SANTÉ

July 2016 - December 2016

C# Application with Unity. Promotional video game, from concept to deployment. Design of an android / IOS app.

EDUCATION

KEIMYUNG UNIVERSITY (SOUTH KOREA)

September 2018 - July 2019

Programmation with C#, Java, courses on game engine Unity, **project management**, and conception of multiple mobile projects and games.

CERTIFICATION TEACHING AND COACHING

2017 - 2020

2 year formation in **pedagogy. Management theory** study, and practical application as Epitech Assistant.

EPITECH - MASTER

2015 - 2020

PGE program in 5 years. Intensive and complete programming, languages C/C++/Web, **project management**, business and start-up creation.

INTERESTS

TOPICS

Game Design, Digital Drawing, Video Editing
Chess, Cryptocurrencies
Scientific and human curiosity, MMA and well being.

PARTICIPATION TO PROGRAMMING EVENTS - Since 2016

Club president - 2y @ "Game Dev Group" : events, **team management**.

PERSONAL PROJECTS - Since 2013

Uleed (2021) / GamePipe (2020) / Barrier sQuad (2019) / ... / Spin it (2014)