



# Florent BARIS

## DEVELOPER

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-  24 ans
-  Driving License
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## SKILLS

### Project Management

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

### Office

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

### Programming

Compiled : **C / C# / Unity**  
Web : **Node.js / Vue.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  
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## PRESENTATION

Passionate by project creation as a whole, I have a pluri-disciplinary profile. With a strong technical background from my studies and personal projects, I am today an experienced developer.  
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 content creation (**JS / C#**).

### EPITECH ASSISTANT - INTERSHIPS @ EPITECH

September 2017 - March 2018 / September 2019 - August 2020

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

Programming 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)