



# Florent BARIS

## AGILE AND TRANSFORMATION PROJECT MANAGER

- 75011 Paris
- 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 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)