JULIEN AUGUGLIARO

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SKILLS

Programming: Expert: C, C++, Node, Vue.js, Nuxt, SQL, NoSQL, AWS (EC2, S3), Docker, Redis, Prisma

Git, Linux

Beginner: ASM (MIPS, x86), Python, Flutter

Languages: French: Native

English: Advanced; Working Proficiency Plus (C1 level, TOEIC score: 885)

EXPERIENCE

Epitech, Nice

September 2023 - August 2024

Teaching Assistant

- Planned student activities and initiatives based on meetings with school administrators.
- Trained and supervised lower-level Teaching Assistants.

Developed a dashboard for the Nice campus to display key information on multiple screens:

- Features local train and tramway departures, class schedules, campus events, and a custom Spotify player, using **Vue.js** and **Tailwind CSS**.
- Built an admin interface for staff to manage dashboard settings, using **Vue.js**, **Vuetify**, and **Microsoft Authentication Library** for Office 365 login.
- Created a backend to handle interactions between the dashboard and admin interface, using **Node.js**, **Express**, **Redis**, and **MariaDB**.
- Deployed across campus with Raspberry Pi devices, utilizing Wayfire and a modified Raspberry Pi OS.
- Containerized with **Docker** and deployed using **Nginx** and **Serveo**.

Powerlab, Luxembourg

May 2022 - August 2022

Full Stack developer, paid internship

- Created an application that lets users create e-commerce websites and back offices (such as Magento/Shopify)
- Application comes with Server-Side Rendering and a forward proxy with Nginx.
- Built using Nuxt (Vue.js), MariaDB, Prisma, Redis, Docker.

Epitech, Nice February 2021 - March 2022

Teaching assistant (AER), paid internship

- Helped lower-level students with their studies by creating personalized workshops.

Régie Ligne d'Azur, Nice

July 2020 - November 2020

IT Support, paid internship

- Built an internal Linux server using **Debian** and deployed a custom wiki using **Wiki.js**, allowing the IT division of the company to centralize documentations and information for easy access.
- Updated the network and infrastructure's schema.

PROJECTS (AVAILABLE ON GITHUB)

Castlevania decompilation project (7)

- Joined an ongoing collaborative project to decompile Castlevania: Symphony of the Night.
- Reverse engineering the original PlayStation assembly code into C.

EDUCATION

Epitech, Nice 2019 - 2024