

# JULIEN AUGUGLIARO

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## SKILLS

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**Programming :**      **Expert:** C, C++, HTML/CSS/JavaScript (Node, Vue.js), SQL  
                                 **Beginner:** ASM, Python, Flutter

**Languages :**        **French:** Native  
                                 **English:** Advanced; Working Proficiency Plus (C1 level, TOEIC score: 885)  
                                 **Italian:** Beginner

## EXPERIENCE

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**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.  
- Wrote procedures for the IT Support sub-division.  
- Helped configure the buses' onboard cameras.  
- Updated the network and infrastructure's schema.  
- Tracked the deployment of the newly implemented PIS (Passenger information system) infrastructure.

## PROJECTS (AVAILABLE ON GITHUB)

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**rtype**  
*Project made during my 3rd year of study at Epitech*  
- Created an RType-like game using **C++** with both **server/client**.  
- Built using an **Entity Component System**.  
- Compatible with both **Windows** and **Linux**.

**arcade**  
*Project made during my 2nd year of study at Epitech*  
- Developed a program similar to an arcade machine using **C++**.  
- Program is capable of using multiple graphical libraries and games at **runtime**.  
- Used **SDL2**, **ncurses** and **SFML** libraries.

**minilibC**  
*Project made during my 2nd year of study at Epitech*  
- Coded C library functions in **Assembly Language** using **NASM**.

## EDUCATION

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**Epitech, Nice** *2019 - 2024*  
*Information Technology Expert (RNCP17286)*  
- Expected graduation: June 2024