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Eli SAUVAGE

Looking for an engineer position – Computer Networks / Programming

UTT | Networks and Telecommunications

Having recently graduated from the University of technology of Troyes (UTT), I am passionate about computer science and programming since high school. I chose the engineering degree *Networks and Telecommunications* in order to diversify my skills in this field.

Professional Experiences

Framatome | End of studies internship. February 2025 - July 2025

Writing tests for a behavior analysis software.

- Extensive test suite, functional and unit tests Rust
- Addition of key features
 - eBPF programs (syscall capture Linux Kernel programming)
 - Raw Ethernet frames capture protocol analysis
 - Bug correction, participation in decision-making



Development of a network analysis web app (resembling Wireshark)

- Micro-service architecture thanks to Docker
- Front-end: Angular | Back-end: Rust, Kafka, Django, MySql
- Deployment of a CI/CD pipeline on GitLab

Food delivery on bike, self-employed. since 2020

Factory internship in a coffee roastery at Le Havre. summer 2021

School curriculum

UTT (University of Technologies of Troyes). 2020 - 2025

Engineering degree: 2025

Google Project Management certificate: 2024, Cisco CCNA Certification: 2023

Universiti Kuala Lumpur (exchange semester). February - July 2024

IT project Management, OS security, ...

High school: J. Siegfried, Le Havre: Scientific Baccalauréat (engineering science). 2020

Skills

Engineering training

Network infrastructure, cloud computing, network security, basics of cryptography

Web Programming and Computer Science

In the context of my personal, associative and school projects

My portfolio: eli-sauvage.github.io

Volunteering experiences

CIO at Junior Conseil UTT (school club). 2021 - 2023

School club allowing students to perform professionalizing missions.

Update and creation of new digital tools, setup of solutions responding to the member needs..

Video game creation workshop. Nov. 2021 - Feb. 2022

For the "UDAF Aube" association as self-employed, thanks to the Unreal Engine game creation tool



Systems programming

Rust, Python, Node.js, ...

Web programming

Vue, Angular, HTML/CSS

Docker | Kubernetes | git + CI/CD

Network configuration and security



French: Mother tongue English: Fluent – C1 level Spanish:

Intermediate - B2 level



Boulder and route climbing for 10 years Sailboat at Le Havre Bicycle & running





Liberté Égalité Fraternité



