



Elliot CADDICK

Paris / Strasbourg

- 22 years old
- 06 23 67 26 85
- elliot.caddick@epita.fr
- Driving License

Langues

- French (native language)
- English (TOIEC 920)

Soft skills

- > Pedagogue
- > Organized
- > Punctual
- > Autonomous
- > Team Work

Hard skills

- C++
- C#
- Python
- Java
- PostgreSQL
- HTML
- Git
- Windows Environment
- Linux Environment

Interests

- Movies and series
- Cooking
- Sport
- Video games

Currently in my 5th and last year at EPITA, I am looking for a final internship in the IT field and more specifically in consulting or project management. This internship would take place over a 6-month period between February 2023 and July 2023.

Working Experiences

Celuga
(September 2021 - January 2022)

Full Stack developer within Celuga. My role was to modify and develop mainly websites for various clients. This internship allowed me to discover IT in business, discover new technologies and programming language, understand the issues related to development in business.

Formation

Since 2018

EPITA

Strasbourg - Paris

Currently studying the IT, the Consulting and the Exploration as my area of specialization.

2020

UQAC

Canada

Semester abroad to discover a country and a culture by studying in an university.

2015 - 2018

Lycée Fustel de Coulanges

Strasbourg

Graduate French Scientific Baccalaureate with distinction.

Projects

Speakers Responsibility
(February - July 2022)

For a semester, my team was responsible for managing a schedule with speakers external to EPITA so that they could present their course to our class. It was a team effort that required organization because the courses placed had to satisfy the speakers and the students.

Business Intelligence
(April - May 2022)

As a member of the Front team, I developed a dashboard to compare different entities. The data was provided by the Back team and then processed and displayed according to the customer's preferences. The dashboard was developed using Apache Superset.

Ergonomic Pillow
(June 2022)

As a Project Manager, I have been the go-between between the client and my team. The project involved locating and then contacting factories to find out if they were interested in designing an ergonomic cushion designed by the client.

IDE
(May - June 2021)

As a team of 4, we had to design an IDE backend common to all teams. For the Frontend part, we were confronted to the preferences of a client that had to be negotiated and taken into account in order to have a final IDE that could satisfy the client.

Video Game
(January - June 2019)

As a team, we first drafted a specification listing all the details of our game. Subsequently, we were able to develop our game with the help of Unity and the C# language.

