Eugene Sebastien ETOUNDI II

Graduating student in computer and network engineering

Job search in software engineering

Available from October | On-site or hybrid

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🚗 Driving license B

🗣 French - native
English - fluent
Spanish

🌐 https://eugene-seb.github.io/eugene_etoundi/

My portfolio

Competences

- Application design
- Web, mobile (Android/Flutter) and desktop (JavaFX/.Net) development
- Agile project management
- Ms Azure AI fundamentals certification

Skills

- Programming: Android native, Flutter, Python, JavaScript, java, .Net, JavaFX
- Operating Systems
- Cloud Platforms

Etiquette

- Organizational skills
- Team spirit
- Dynamic

Know-how

- Adaptability
- Professionalism
- Autonomy

Social activity

- Student delegate
- Helping to rebuild a burnt-out habitat
- Refresher courses for students
- Organization of an eloquence contest

Area of interest

- Sport : football, volleyball, MMA
- Philosophy
- Music

Work experience

March 2024 - September 2024

Consultant Android native and Flutter
Orange Business Services, Lyon, France
Development of a mobile sign language recognition application involving data transfer between the Android and Flutter platforms, as well as artificial intelligence for gesture recognition.

June 2023 - August 2023

Mobile design and development
Dpointgroup, Barcelona, Spain
Design and development of an Android-based mobile application for the creation of recipes.

May 2021 - July 2021

Web extension development
Gajelabs, Yaounde, Cameroun
Creation of a web extension to clone the company's own websites using the WordPress CMS and associated programming languages.

Academic projects

November 2022 - January 2022

Creation of the Citadelle board game
Team development of the Citadelles game to highlight teamwork, mastery of engineering tools and time management.
Java, Trello, UML

December 2020 - April 2021

Development of the Samipay application
Development of the Samipay application for converting telephone credit into virtual currency.
Flutter, Spring, Web, Trello, UML

December 2019 - May 2020

Development of the Library application
Team development of a library management application to introduce teamwork and software engineering.
JavaFX, Spring, UML

Background

Since September 2021

Computer engineering student, IoT option
Embedded development (C/C++), Fullstack development, Engineering sciences.
Esaip École d'Ingénieurs
Saint-Barthélémy d'Anjou, France

February - June 2022

Erasmus+ semester Computer Science option
Cloud computing, Web application security, Software testing, embedded with Raspberry Pi.
Delta Centre - University of Tartu
Tartu, Estonia

October 2018 - May 2021

Professional license in software engineering
Software development, writing specifications, project management.
Institut Saint Jean
Yaounde, Cameroon