Eugene Sebastien ETOUNDI II

Computer and network engineer student

Internship in software engineering

Available from March 1, 2024 (6 months) | On-site or hybrid

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📍 49000 Angers, France

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📞 +33 (0) 6 12 87 97 22

🚗 Driving license B

🌐 French - native
Spanish - Basic

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

Competences

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

Skills

- Programming: Java, Android, Python, C++, JavaScript, PHP, Flutter, .Net, JavaFX
- Operating Systems
- Cloud Platforms

Etiquette

- Organizational skills
- Team spirit
- Politeness

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

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.

July 2022

Software maintenance
Modéliz, Cour-cheverny, France
Updated Modéliz veranda modeling application scripts using Babylon.js 3D view engine.

May 2021 - August 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