

Eugene Sebastien ETOUNDI II

IoT engineering student

Looking for Internship: fullstack developer

Available from June 2023 (3 months)



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Permit B

French: native speaker

english: fluent

Spanish: beginner level

Skills

• API development with Java/Spring

 Development of web applications with HTML, CSS, JS, PHP

Microsoft Certified: Azure Al fundamentals

Knowledges

• Software engineering

- Project management
- Computer languages

Etiquette

- Sense of organization
- Communication skills
- Politeness
- · Conflict management

Know-how

- Adaptability
- Autonomy
- · Team work
- Reactivity

social activity

- Aid for the reconstruction project of a burnt down habitat
- Refresher courses for people in difficulty
- Realization of the eloquence contest
- Class representative

leisure activities

- D3 amateur football player
- Former vice-captain of the Volleyball
- · Classical and modern music

EDUCATION

option

Embedded development (C/C++), Advanced fullstack

development, Engineering Sciences.

Esaip École d'Ingénieurs

Saint-Barthélémy d'Anjou, France

February 2022 - June

2022

Erasmus+ semester option Computer Science

Cloud computing, web application security, software

testing, embedded with Raspberry Pi.
Delta Centre - University of Tartu

Tartu, Estonia

October 2018 - May 2021

Bachelor's degree in software engineering

Software development, Writing specifications,

Project management. Institut Saint Jean Yaounde, Cameroon

Work experience

July 2022 Software maintenance

Modeliz, Cour-cheverny, France

Updated scripts of the Modéliz conservatory modeling

application using the Babylon.js 3D view engine

May 2021 - August 2021

Development of a web extension

Gajelabs, Yaounde, Cameroon

Realization of a web extension for cloning companyspecific websites using WordPress CMS and its

associated programming languages.

August 2020 -September 2020 Development of a web application

INFOGENIE Technologies, Yaounde, Cameroon Realization of the Beta version of the knowledge test web application in the company's recruitment

process.

Academic Projects

November 2022 -January 2022 Realization of the board game Citadelle

Team development of the game Citadels in order to emphasize teamwork, mastery of engineering tools

and time management. Java, Trello, UML

December 2020 - April 2021

Realization of the Samipay application

Development of the Samipay application allowing the conversion of telephone credit into virtual currency.

Flutter, Spring, Web, Trello, UML

December 2019 - May 2020

Realization of the Library application

Team development of a library management application for initiation to teamwork and software

engineering.

JavaFX, Spring, UML