

Gautier Bonhur

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EDUCATION

EPITECH, European Institute of Technology – Paris, France
Master of Science in Computer Science

Expected graduation: June 2026

San Francisco State University (SFSU) – San Francisco, California
Exchange Student - Graduate Computer Science

Relevant Courses: Introduction to database systems, Human-Computer Interaction, Braven Career Accelerator

EPITECH, European Institute of Technology – Bordeaux, France
Bachelor of Science in Computer Science | French GPA: 3.10/4

July 2024

Relevant Courses: Advanced C++, Object-Oriented Programming, Elementary Programming in C, C Graphical Programming, Unix System Programming, Introduction to Web Development, Introduction to IA, Introduction to DevOps, DevOps, Artificial Intelligence, Networks and Systems Administration, Cyber Security, Mathematics, Network Programming, x86-64 Assembly, Computer Numerical Analysis, Application Development

TECHNICAL SKILLS

Programming Languages: C, C++/C#, Python, Javascript, PHP, SQL, Assembly

Architecture: REST, Clean Architecture, Object Oriented Programming

Libraries and Frameworks: NodeJS, VueJS, Laravel (PHP), React, React Native, Flask (Python)

Software: git, github, valgrind, gcc, cmake, Docker, JetBrains, VStudio, AWS, Azure, Jenkins, SQL Server Management Studio, DataDog, SNS SQS, PUB/SUB, JIRA, Sentry, Postgres, SqlServer, MongoDB, MySQLWorkBench, DBeaver, Sentry

Soft Skills: Agile Methodology, Excellent Communication and team work, Problem-solving

WORK EXPERIENCE

Betclic – Bordeaux, France

September 2023 – June 2024

Backend Software Engineer Intern

- Achieved accurate and up-to-date horse racing betting data by developing C# endpoints for database management in a microservices architecture, following Clean Architecture principles. Each endpoint was unit/integration tested, documented with Swagger, and monitored via DataDog for logs, metrics, and performance
- Facilitated faster feature delivery and improved code maintainability reflected in successful migration of Turf team's legacy system to Azure Cloud with a team of 10 by implementing a Clean Architecture in C# and adopting a Microservices approach, leveraging Amazon SNS/SQS for efficient service communication and ensuring high performance
- Guaranteed high code quality evidenced by adherence to Turf team and company architectural guidelines by conducting code and pull request reviews, and participating in weekly meetings with the engineering manager, tech lead, and software engineers

Oenodata – Bordeaux, France

July 2022 – December 2022

Software Engineer Intern

- Facilitated the migration from a deprecated database system to PostgreSQL reflected by uninterrupted daily shipping to clients without performance issues or bugs by executing a careful transition plan and maintaining system reliability throughout the process
- Improved user engagement and communication of recent changes as measured by the successful delivery of a news system displaying the latest updates upon software launch by designing and implementing a reliable update mechanism
- Reduced maintenance time by 50% by automating software updates and server monitoring across 20 client servers, upgrading the internal platform to check outdated software, run updates from the interface, and monitor performance to ensure proper operation at client sites

PROJECTS

R-Type – UDP Server and Game Engine (Team size: 5) [Link](#)

- Created an immersive multiplayer space battle game, UDP Server in C++, ECS Game engine in C++, ECS Client in C++, I built the server in multithreading with mutex

Area – Web and Mobile Automation Platform (Team size: 5) [Link](#)

- Developed a clone of Make / IFTTT, Web Application in Vue Js, Mobile Application in Swift, REST API in PHP Laravel, I was focused on backend side and created the database and REST API