Gautier Bonhur

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EDUCATION

EPITECH, European Institute of Technology – *Paris, France* Expected graduation: June 2026
Master of Science in Computer Science

San Francisco State University (SFSU) – *San Francisco, California* May 2025
Exchange Student - Graduate Computer Science
  Relevant Courses: Introduction to database systems, Human-Computer Interaction, Braven Career Accelerator

EPITECH, European Institute of Technology – *Bordeaux, France* July 2024
Bachelor of Science in Computer Science | French GPA: 3.10/4
  Relevant Courses: Advanced C++, OOP, Elementary Programming in C, C Graphical Programming, Unix System Programming, Introduction to Web Development, Introduction to IA, 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, Ruby, Rust
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 Image-Container, VStudio, AWS, Azure, Jenkins, SQL Server Management Studio, DataDog, SNS SQS, PUB/SUB, JIRA, Sentry, Postgres, SqlServer, MongoDB, MySQLWorkBench, DBeaver, Sentry, Figma
Soft Skills: Agile Methodology, Problem-solving, Autonomy, Self-learner, Fast-learner, Proactive, Excellent Communication and teamwork

WORK EXPERIENCE

Betclic – *Bordeaux, France* September 2023 – June 2024
Backend Software Engineer Intern
  ● Developed C# endpoints for accurate horse racing betting data for ~100k daily users in a microservices architecture, adhering to Clean Architecture principles. Each endpoint was unit and integration tested, documented with Swagger, and monitored via DataDog for logs, metrics, and performance
  ● Migrated a legacy system to Azure Cloud with a team of 10, using Microservices and Amazon SNS/SQS, while rewriting the codebase to optimize endpoint costs, performance, and scalability
  ● Guaranteed high code quality by adhering to Turf team and company architectural guidelines, conducting code reviews, pull request evaluations, and participating in weekly engineering team meetings

Oenodata – *Bordeaux, France* July 2022 – December 2022
Software Engineer Intern
  ● Cut maintenance time by 50% with a client panel updating data every 5 minutes, enabling real-time anomaly alerts, remote updates, and streamlined performance monitoring
  ● Streamlined workflows by automating data imports and repetitive tasks, improving productivity and ensuring accuracy through rigorous pre- and post-execution checks
  ● Improved communication by implementing a news module that enabled teams to share updates with clients, featuring a secure version management system and seamless integration across software versions

PROJECTS

R-Type – UDP Server and Game Engine – Server Developer (Team size: 5) Link
  ● Built a multithreaded UDP server, ECS client, and game engine for a multiplayer space battle game in C++

Area – Web and Mobile Automation Platform – Backend Developer (Team size: 5) Link
  ● Developed a Make/IFTTT clone with Vue.js, Swift, and PHP Laravel, focusing on backend, database, and API development

MyTeams – Microsoft Teams Application – Backend Developer (Team size: 2) Link
  ● Recreated the backend of Microsoft Teams in C

NeuralNetwork – AI Developer Link
  ● Developed a neural network to predict chess game states (win, checkmate, stalemate, or ongoing) by training on chessboard data and optimizing the learning process