Guillaume Houioux

Fullstack Java Developer | Computer Science Bachelor | HEPH Condorcet

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About me _____

Programming languages : Java, TypeScript, JavaScript, SQL, PL/SQL, MQL
Tools and frameworks : Spring 5, Spring Boot 2, Hibernate / JPA, Angular, NodeJS, Maven, Junit, Mockito
Database : Oracle Database, PostgreSQL, MongoDB
Languages : French (native), English (advanced), Dutch (essential)
Interests : Running, mountain biking, IT events, hackathons, technology watch

Experience _____

Smals   Brussels, BE
Fullstack Java Developer   August 2021 - Present

As part of the Technical Transversal Team, I am responsible for maintaining Angular and Java internal applications and libraries. The team is responsible for all the support relative to Angular and Java code and dependencies.
Working on a messaging governance application in order to process ActiveMQ queue messages, on a REST API that provides information about all the streets and cities of Belgium, on a dependency monitoring application, …

Smals   Brussels, BE
Java Developer Intern   February 2021 – June 2021

As part of the Extended Java Development Standards Team, I was responsible for creating multiple modules in a recently created portal application. The goal of it is to centralize user's support requests into one single point.
Worked on an agenda module to show events related to the monitoring of internal tools, on a status page, on a synchronization tool to sync monitoring tools with internal tools, on a newsletter system, …

Projects _____

Account Visualizr   December 2021

Development of a web application to help me managing my bank account's transactions. The tool tracks my spending and earnings following different categories. The application proposes an overview of each year with the percentage of spending and earnings by categories.
Technologies involved : Angular, Java, Spring Framework, TypeScript, MongoDB, Google Authentication

Peer to Peer   October 2020

Development of a disability awareness game made in 48 hours for the Microsoft Innovation Center's hackathon (Kiss Your Teacher Game Jam). The goal was to create a game that awares you of disabilities in the real world. The game is a tycoon-like game in which you have to click to improve the subway for disabled people to enter.
Technologies involved : C#, Unity, Game Design

Education _____

HEPH Condorcet   Charleroi, BE
Bachelor in Computer Science, great honors   September 2018 – June 2021

Learned about algorithms, database management, programming languages, web development, network and security, architectural design, mathematics and statistics, economy and accounting.