

Date of Birth:	30/10/1997	Years of IT experience:	2 years
Nationality:	Belgian		
Sex:	M		

Introduction

After a professional experience of almost 2 years as a Java developer, Guillaume is looking for a new challenge in this domain to expand even further his knowledge.

He is eager to put into play his desire to discover new technologies.

In addition to his technical skills in development and testing, his passion and analytical mind can make him a real asset.

With his calm and sociable character, always looking for solutions, he can easily fit into any team.

Skills and competences

Computer skills and competences

Technologie **Talen** Java (8), Python, Erlang, Bash, C, TypeScript, Prolog, Scala, Oz, CSS, HTML

Databanken SQL, DB2, MongoDB, SQLite

Framework Java EE (7), Angular, Flask

Versiebeheer Git (Lab & Hub)

Besturingssysteem Linux & Windows

Tools IntelliJ, PyCharm, DBeaver, VisualVM, Docker, Jenkins, Maven, REST, SOAP, WSL2, Junit, Jbehave, ANTLR, FileZilla, Android Studio, JIRA, Confluence, Trello, Slack

Methodologie Agile, SCRUM, Kanban

<u>Language</u>		Listening	Reading	Spoken interaction	Spoken production	Writing
FRENCH	Mother tongue	Excellent	Excellent	Excellent	Excellent	Excellent
DUTCH	Secondary school	Excellent	Excellent	Very good	Very good	Excellent
ENGLISH		Very good	Very good	Very good	Very good	Good
GERMAN		Good	Good	Ok	Poor	Poor

Education

2015 – 2020 Bachelor + Master Computer Science – UCLouvain (Louvain-la-Neuve)

Other

2019 OpenWeek (UCLouvain)

2019 Data science hackathon (NRB group)

Professional experience

Java development		
Dates November 2020 – September 2022	Status Finished	Customer FPS Finance
Main activities and responsibilities	<ul style="list-style-type: none"> • Worked in a group of 3 developers on the Proposed Simplified Return project. Thanks to this project, millions of tax returns are automatically prefilled each year. • Goal: Adding new features, keeping the application up to date, bug free and efficient. • Responsible for the integration tests • Technologies: Java EE 7, Java 8, Maven, Docker, Bash, Jbehave, Jenkins, Junit, EclipseLink, DB2, ANTLR 	

Java development		
Dates May 2021 – September 2022	Status Finished	Customer FPS Finance
Main activities and responsibilities	<ul style="list-style-type: none"> • Worked on the Entity project in a group of 2-3 developers. Its primary role is to automatically determine whether one is taxable and how (as a resident or non-resident, single or couple). • Goal: Adding new features, keeping the application up to date, bug free (integration tests) and efficient (profiling tools, indexes). • Technologies: Java EE 7, Java 8, Maven, Docker, Bash, Jbehave, Jenkins, Junit, EclipseLink, DB2, Angular 	

Master Thesis

Erlang development - IoT	
Year 2019-2020	Mentor Prof. Peter Van Roy
Details	<ul style="list-style-type: none"> • Goal: Prove that Edge Computing can be done even closer to the edge by doing it on the IoT devices themselves. • Motivation: Exponential growth of these devices, cloud and intermediary nodes cannot keep up with the pace. • Approach: Show that this approach is feasible by implementing a relevant application. • Application: An indoor person tracking system comprised of sonar equipped IoT devices that share sonar measures with each other to compute in (near) real time the position of persons (1-2) in a room. • Technologies: Erlang, Bash • Grade: 16.8/20

University projects

Python development	
Year 2018-2019	Customer UCLouvain
Details	<ul style="list-style-type: none"> • Goal: Design in a team of 6 developers a web application capable of posting the same message on lots of different social networks (Facebook, Twitter, Slack, ...). • Motivation: To help the university spare time by not making them visit each social network individually for each post they want to make. • Approach: Agile • Technologies: Python, Flask, REST, SQLAlchemy

Android (Java) development

Year 2017-2018	
Details	<ul style="list-style-type: none"> • Goal: Design in a team of 4 developers a cool game for Android where one can simulate investments on cryptocurrency with real time data, play the wheel of fortune, buy items (e.g. a house) with earned money on an interactive map etc. • Approach: Agile • Technologies: Android Studio, Java, LibGDX, SQLite

Android (Java) development	
Year 2016-2017	
Details	<ul style="list-style-type: none"> • Goal: Design in a team of 4 developers an app where people can learn how to cook excellent recipes. • Approach: Agile • Technologies: Android Studio, Java, Xml, SQLite

Web development – MEAN app	
Year 2016-2017	
Details	<ul style="list-style-type: none"> • Goal: Design a MEAN app with secure login features where the user is able to buy cars from an imaginary car seller. • Technologies: MongoDB, Express.js, Angular, Node.js

Personal projects

Python development - Artificial Intelligence	
Year 2021	
Details	<ul style="list-style-type: none"> • Goal: Design a bot that can competitively play chess on its own and kick some butt of other chess players/bots. • Motivation: To improve my Python skills while having fun. • Technologies: Python • ELO rating of this bot on Lichess.org: > 1800