

HUGO TAVARD

Graduated Engineer - Fullstack Developer

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EXPERIENCES

Vue.js Developer & SEO

ValueMyCar - Fixed-term contract

June 2023 – August 2023 / February 2024 – February 2025

Gazeran, France

Development of a connection platform between customers and professionals. Both parties can chat, pay on the platform, modify their profiles and dynamically view the progress of their quotes

- Integration of an administrator interface in Vue.js and Typescript, overhaul of existing pages and improved code robustness
- Creation of backend endpoints on the frontend
- Outdated dependency update and automation using Renovate
- Documentation writing on Notion
- Improved site SEO using Semrush and the Google Search Console

BCI Research Assistant

Málaga University - Internship

May 2022 – July 2022

Talence, France

The aim of this study was to compare two tried-and-tested configurations in order to decide which is best to use

- State of the art of brain-machine interface models for spelling
- Wrote a now published scientific article - [available here](#)
- Brain signals analysis

EDUCATION

Cognitive Engineer - Programming & AI

École Nationale Supérieure de Cognitique

2021 – 2024

Talence, France

- **IT** : web development, software engineering, data structures & databases, mobile development
- **IA** : LLMs, GAN, Transformers, Pytorch
- **Human factors** : UCD methods, UX methods, accessibility

Preparatory Maths Sup/Maths Spé

Descartes high school

2018 - 2021

Tours, France

- **IT** : algorithmic, data structures, database, python
- **Mathematics** : calculus, analysis, linear and non-linear algebra, topology, arithmetic

SKILLS

• Programming languages

C#

Javascript

Python

SQL

HTML/CSS

LaTeX

• Frameworks

Vue.js

ASP.NET

React.js

• Tools & Methods

Git

UCD Methods

Jira

Figma

UX Research

Matlab

LANGUAGES

- French : Native language
- English : C1 - IELTS Score 7.5
- Spanish : B1

PROJECTS

Professor Layton Stories

Website created with ASP.NET & Razor

Discover the world of Professor Layton with the game's iconic characters, puzzles and music

- Using **MVC** architecture - Model View Controller
- SQLite local database
- Possibility of adding and modifying elements to the database yourself

Colony management game

Console application written in C#

In this turn-based game, you have to make your village prosper while dealing with the difficulties of the environment. Keyboard controls

- Whole development in C#
- UML class diagram design, marked class inheritance
- Numerous inputs for enhanced player interaction