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- Outdated dependency update and automation using Renovate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