

# Jerome Durand

## Developer



### Personnal datas

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📅 27/04/1992  
🚗 B  
🌐 <https://github.com/jdurand42>

### Skills

C/C++ -----○  
Javascript -----○  
Python -----○  
Docker -----○  
Asm x86 (nasm) -----○  
HTML/CSS) -----○

### Languages

French -----○  
English -----○  
Portuguese -----○  
Spanish --○

### Hobbies

Basketball/Surf  
Computer science  
Guitar

### Formation

#### ECOLE 42 - PARIS

2019/Présent

*Developer formation*

Learning differents programing languages and technologies  
Application realisation  
Project realisation  
Level 9.45 - Alumni

#### SAE institute - Aubervilliers

2013/2015

*Audio engineer formation*

Learning audio technologies  
Reacording, mixing, post-production and live sound

#### ISTEC - Paris

2010/2012

Business school

#### BAC S

2010

High school Fenelon Vaujours

### Experience

#### Studio audio engineer

2015/2018

Studio Namouche, Lisbon  
Recording engineer

#### Ingénieur du son Live

2018

Festival CCB de Verão, Lisbon  
Live audio engineer for a set of 10 gigs

#### Trainee Audio engineer

été 2014

Dushow, Paris  
Preparation , maintenance and return of the material

### Realisations

**Site internet ft\_transcendence** (final project of the commons of 42)  
*Web application with backbone on front-end and RubyOnRails on back-end*  
Online pong game with guild/tournament/leaderboard systems  
Javascript, Ruby on rails, Docker  
[https://github.com/jdurand42/ft\\_transcendence.git](https://github.com/jdurand42/ft_transcendence.git)

#### Webserv

C++ web server  
c++, docker  
<https://github.com/jdurand42/webserv-1.git>

#### Minishell

Mini-shell working like bash  
C  
<https://github.com/jdurand42/minishell.git>

#### Containers

Reproduction of STL containers  
C++  
[https://github.com/jdurand42/ft\\_containers.git](https://github.com/jdurand42/ft_containers.git)

#### Cube 3D (wolfenstein like)

Raycasting graphic engine  
C  
<https://github.com/jdurand42/cube3D>