

# julien déoux

software engineer

## contact

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## programming



## languages

native french  
fluent english

## additional skills

**comfortable** with relational  
databases (MySQL, Oracle)  
**good knowledge** of Unix-like  
systems (Command line  
usage, process  
management...)  
**regular use** of LaTeX, Gimp,  
Inkscape

## interests

piano, music composition,  
cinema, acting, directing,  
photography

## education

2014–now	<b>Engineering degree</b> in computer science Specialisation in software engineering	TELECOM Nancy, Nancy
2011–2014	<b>Classe préparatoire aux grandes écoles</b> Specialisation in maths and physics	Lycée Victor Hugo, Besançon
2011	<b>A levels</b> Specialisation in science	Lycée Louis Pasteur, Besançon

## experience

2017	<b>Internship</b> - 5 months <i>UX Design for a smart gaming solution</i> Designed a graphical user interface to help players use multiple devices at the same time, developed it on desktop platforms and made a prototype for Android. <i>UX Design, Electron, React, Android</i>	Starburst Computing, Vandoeuvre-lès-Nancy
2016–2017	<b>Industrial project</b> - 130 hours <i>Internship management application</i> Completed the development of a web application to manage and monitor the workflow of the internship process, in a team of three people. Focused on the development of a RESTful API and the deployment of the full application. <i>Bonita BPM, PostgreSQL, Python, Docker</i>	TELECOM Nancy, Nancy
2016	<b>Research project</b> - 80 hours <i>Unified interface for the Internet of Things</i> Designed a solution for communicating with different intelligent objects in a unified way in a team of 2 people, started implementing it in Node.js.	Starburst Computing, Vandoeuvre-lès-Nancy
2016	<b>School project</b> - 20 hours <i>Website about british music</i> Developed in Node.js with the Express.js framework, stored data using MongoDB.	TELECOM Nancy, Nancy
2015	<b>Internship</b> - 5 weeks <i>Retail employee</i> Placed product in the fresh food aisle, checked expiration dates and safe conditions of products.	Super U, Saône
2015	<b>School project</b> - 20 hours <i>2D platform game</i> Designed the physics engine of the game and a bit of the graphics in C using the SDL library, among a team of 3 people.	TELECOM Nancy, Nancy

## associations

2016	<b>Head of the clubs</b> Supervising 24 clubs and verifying their compliance to the association and the school's rules, as well as giving advice to new members of the clubs' organising staff.	TELECOM Nancy, Nancy
2015	<b>President of the cafeteria</b> Managed a cumulated 40.000€ worth of stock and coordinated the preparation of up to 100 meals a day, for one year. Led a team of 10 people.	TELECOM Nancy, Nancy