# Julien Déoux

SOFTWARE ENGINEER / WEB DEVELOPER

#### **Contacts**

+33 (0)6 14 94 34 76

juliendeoux@gmail.com

julien-deoux.github.iolinkedin.com/in/julien-deoux

github.com/julien-deoux

### Languages

French - native



English - C2 (efset.org/cert/N18Soj)

### **Technologies**



TypeScript



React



GraphQL



Node



MongoDB



HTML



Less



CSS



JavaScript



Python



Vue



Angular



Java

# Frontend development

TS Since April 2022, have been maintaining three single-page applications for HireSweet using TypeScript, React, Less and GraphQL: a SaaS recruitment CRM, a tech talent marketplace for startups and the corresponding candidate-facing platform.

Js From May to July 2020, helped with UI design and implementation for new features in HeliosX's e-commerce applications using Vue and vanilla JavaScript.

JS From October 2019 to April 2020, have been using HTML, CSS, vanilla JavaScript and jQuery to build enterprise-grade chemistry applications for Dotmatics.

From January to September of 2019, used Angular 8 and CSS to design and build the *Téléservice d'Affectation* for the French Ministry of Education, a web application to help middle schoolers' parents find and choose a high school for their children.

JS In early 2018, used Vue to successfully embed a dynamic form into a legacy JavaEE application for the French Ministry of Education.

From April to September of 2017, as an intern at Starburst

Computing, used React, Redux and SASS inside Electron to build a prototype for a customer-facing desktop application.

#### **Timeline**

Apr 2022 - today **Full-stack developer** *Node + React SaaS*  HireSweet

Sep 2021 - May 2022 **Private teacher** *English and maths*  Anacours

Oct 2021 - Nov 2021 Lycée Louis Armand **Substitute teacher** 

Computer science

Oct 2020 - Jun 2021 Super U

Drive-through employee

May 2020 - Jul 2020 HeliosX

Frontend developer

Oct 2019 - Apr 2020 Dotmatics

Frontend developer

Oct 2017 - Sep 2019 Altran Technologies

Junior consultant engineer

Mission at the French Ministry of Education

Apr 2017 - Sep 2017 Starburst Computing Intern

Sep 2014 - Sep 2017 Engineering degree **TELECOM Nancy** 

## **Backend development**

a SaaS recruitment CRM, a tech talent marketplace for startups and the corresponding candidate-facing platform.

From December 2017 to September 2019, maintained a JavaEE application for the Ministry of Education. This application is used by every region in France to assign middle schoolers to high schools (or equivalent) using a variety of customisable criteria such as grades or location. Technologies used include Spring, Hibernate, Quartz, IBM DB2 and Apache Struts 1.

During a school project in **early 2017**, developed a small HTTP service using **Python**, whose goal was to compute the number of non-working days between two given dates.

JS During a school project in early 2016, developed a prototype for a Node.js API whose aim was to provide developers with a standard way of detecting and controling IoT devices regardless of vendor or network technology used (Bluetooth, LAN...).

### **Miscellaneous**

From **October** to **November 2021**, taught computer science as a substitute teacher at the **Louis Armand technological high school** in Paris.

Since **September 2021**, have been private teaching maths and English to middle and high schoolers.

From **September 2020** to **June 2021**, prepared drive-through orders in a supermarket during a Covid-fueled rise in demand.

In July 2019, to help with work for the Ministry of Education, developed a small Python tool to automatically cleanup SVG files generated by drawing software such as Inkscape for them to be embedded into HTML pages or Angular templates. Still using Python, developed a second tool to add Angular directives to those files to make an interactive map.

From late 2018 to September 2019, created and maintained a Python script to automatically set up a functional development environment for new Linux developers in the Ministry of Education and onboard them more easily.

As part of a school project in **early 2015**, developed the graphics and physics engine of a 2D platformer using **C** and the **SDL** library. Also wrote and produced the **soundtrack** for the game.

Throughout 2015, as president of TELECOM Nancy's cafeteria, managed a cumulated 40.000€ worth of stock and coordinated the preparation of up to 100 meals a day. Led a team of 10 people.