

# Julien Déoux

## software engineer

+33 (0)6 23 96 58 03 | [juliendeoux@gmail.com](mailto:juliendeoux@gmail.com)

[in/julien-deoux](https://in/julien-deoux) | [lem4ki](https://lem4ki.com)

young developer with strong interest in everything interface and design-related

## Skills and interests

### Programming languages



### Natural languages

Native  
Fluent

### Other skills

- comfortable with relational databases (MySQL, DB2)
- good knowledge of Unix-like systems
- regular use of image manipulation software (GIMP, Inkscape) and music composition software (Reason, Podium, Ardour)

### Interests

piano, music composition, cinema (acting and directing), photography

## Education

**Viveris Technologies** | Nancy, France  
Angular formation (4 days) | 2018  
Learned the basics of Angular 5 (use of angular-cli, two-way data binding, form validation, routing)

**TELECOM Nancy** | Villers-lès-Nancy, France  
Engineering degree (MSc equivalent) in computer science | 2014-2017  
Specialisation in software engineering

**Lycée Victor Hugo** | Besançon, France  
Classe préparatoire aux grandes écoles | 2011-2014  
Specialisation in maths and physics

**Lycée Louis Pasteur** | Besançon, France  
Baccalauréat | 2009-2011  
Specialisation in science

## Experience

**Rectorat de l'académie de Nancy-Metz** | Nancy, France  
Fullstack developer | 2017-now

Maintained a web application to assign students to a high school based on parameters of various and customisable weights. Designed new features in a team of three, implemented and tested them, diagnosed and fixed bugs and tried to keep the code up to date in terms of methods and librairies.

- Proposed a methodology to incrementally get rid of an old MVC framework (Struts 1) to replace it with a front-end framework such as Angular or Vue.
- Carried out a complete update of all the librairies used by the application to transition from Java 7 to Java 8 in a team of two.
- Assisted the team with JS and CSS-related questions.

*Java, Spring, Hibernate, Quartz, Javascript, Vue*

**Starburst Computing** | Vandœuvre-lès-Nancy, France  
Internship (5 months) | 2017

*UX Design for a smart gaming solution*  
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.

*Javascript, Electron, React, Android, UX theatre, gRPC*

**TELECOM Nancy** | Villers-lès-Nancy, France  
Industrial project (~130 hours) | 2016-2017

Designed and developed 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 to compute non-working days in a given period and on the deployment of the full application.

*Bonita BPM, PostgreSQL, Python, Docker, POC*

**Starburst Computing** | Vandœuvre-lès-Nancy, France  
Research project (~80 hours) | 2016

Designed a unified API to detect and communicate with different intelligent objects in a team of 2 people, started implementing it in Node.js.

*Node.js, API design, IoT*

**TELECOM Nancy** | Villers-lès-Nancy, France  
School project (~20 hours) | 2015

*2D platform game (metroidvania)*  
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. Composed the soundtrack for it.

*C, SDL, Music*

## Associations

**TELECOM Nancy** | Villers-lès-Nancy, France  
Head of the clubs | 2016

Supervised 24 clubs and verified their compliance to the association and the school's rules, and gave advice to new members of the clubs' organising staffs.

*Relations, Legal, Management*

**TELECOM Nancy** | Villers-lès-Nancy, France  
President of the cafeteria | 2015

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. Helped maintain the ordering and stock management server.

*Management, Logistics, Operations*