# Julien Déoux











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

# Skills and interests

# Programming languages and technologies















# Natural languages



Native



# Other skills

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

# Interests

- has played the piano and composed music for 15 years, currently learning the guitar
- had some minor experiences in cinema (both acting and directing) and would love to
- · dabbled a bit in photography

# Education

Nancy, France **Viveris Technologies** 

Angular training course (4 days)

Learned the basics of Angular 5 (use of angular-cli, two-way data binding, form validation, routing)

Villers-lès-Nancy, France **TELECOM Nancy** 

Engineering degree (MSc equivalent) in computer science 2014-2017

Specialisation in software engineering

Lycée Victor Hugo Besancon, France

Classe préparatoire aux grandes écoles 2011-2014

Specialisation in maths and physics

Besançon, France Lycée Louis Pasteur

Baccalauréat 2009-2011

Specialisation in science

# **Experience**

### **French Ministry of Education**

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.

Started the design and development of a new application from scratch in a team of four, which will enable all french students to apply for multiple high schools. Engaged in all steps of the product development process.

Java, Spring, Hibernate, Quartz, Javascript, Vue, Angular, CSS

#### Starburst Computing

Vandœuvre-lès-Nancv. France

Internship (5 months)

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 intership 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-Nancv. 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)

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

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

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