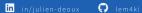
# Julien Déoux









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)

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

Specialisation in software engineering

Lycée Victor Hugo

Besançon, France

Classe préparatoire aux grandes écoles

2011-2014

Specialisation in maths and physics

Besancon, France

Lycée Louis Pasteur

Baccalauréat

Specialisation in science

## **Experience**

#### Rectorat de l'académie de Nancy-Metz

Nancy, France

Fullstack developer

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)

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** 

Industrial project (~130 hours)

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-Nancy, France

Research project (~80 hours)

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** 

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** 

Head of the clubs

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** 

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