

# **JULIEN RICHARD**

# **FULL-STACK DEVELOPER**

After starting my career in DevOps, I have shifted my focus towards full-stack web development.

Passionate about creating high-performance and intuitive applications, my goal is to actively contribute to the success of your projects.

For a glimpse of my work, feel free to check out my portfolio.

Back-end:

NodeJS

• Python (Django)

#### CONTACT:

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Languages: french, english
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Portfolio: https://jurichar.vercel.app/

#### SKILLS:

Front-end :

• TS / JS

• 15/35

• React/NextJS

• GL (framer, lenis)

• Tailwind, SASS

#### Others:

C++, K8s, Jenkins, Minio, ZenML.

#### **EDUCATION:**

# **42 SCHOOL PARIS**

MBA Digital Architect (Mobile & Web Development) (2020 - 2024)

Programming projects in multiple languages with a "peer-to-peer learning" pedagogy and gamification of the curriculum.

# **UNIVERSITY PARIS DIDEROT**

Diploma in computer sciences (2017 - 2019)

- Create, implement and use databases.
- Algorithms and programming.
- Use of logic and arithmetic tools.
- Understanding computers, operating systems and networks.

# **EXPERIENCE:**

# FRONTEND ENGINEER (INTERNSHIP II)

BETC Fullsix, Paris, 2024

Interned at BETC Fullsix, a prestigious digital agency, contributing to cutting-edge frontend projects. Specialized in **WebGL**, handled complex **frontend** development, and collaborated with renowned clients including Sodexo and Chopard.

# **DEVOPS ENGINEER (PERM.)**

Technology and Strategy, Paris, 2023

- **DevOps** Internal infrastructure deployment with K8s, Docker, Azure, Pachyderm, Helm.
- MLOps Deployment of Machine Learning infrastructures such as ZenML, MLFlow, Kubeflow, Minio and Azure.

#### SOFTWARE ENGINEER (INTERNSHIP I)

Technology and Strategy, Paris, 2022

- Front-end Integrated a UX for a tractor using a proprietary Qt framework (Qskinny).
- Tooling Worked on an IaC (Infrastructure as Code) framework in C++ and Python.

#### **EDUCATIONAL ENGINEER**

Colombbus & Play'n'Prog, Paris, 2018 - 2022

Managed programming and robotics courses using popularization tools (mainly in JavaScript).

#### **HOBBIES:**

Music, programming, gardening, climbing.