

**MAEVA NGUYEN**

Frontend Developer

+33(0)6 29 72 41 68 | Bordeaux, France | [maevanap.contact@gmail.com](mailto:maevanap.contact@gmail.com)

Linkedin: [maevanap](#) | Github: [maevanapcontact](#)

## SKILLS

---

**Technologies:** HTML5 / CSS3 / SCSS / JavaScript / React.js

**Softwares:** Photoshop / Git / Jira / Visual Studio Code / Balsamiq

**Spoken Languages:** French (native) / English (fluent)

## EXPERIENCES

---

**Speaker (Rig/Skin), ECV Digital (School) – Bordeaux (France)** 19/11

- Gave 2 days masterclass about technical work on video game industry
- Managed a class of 18 students working on different 3D assets

**Frontend Developer, Synchronized – Worked Remotely** 19/02 - 19/10

- Designed new features using JavaScript, React 16+, GraphQL, Apollo, Prisma
- Mobile-first and Pixel Perfect approach
- Optimizing for smart video delivery
- Worked in a team of 4 developers using Git and Github daily
- Participated to the AWS Global Summit 2019, presented the project to potential customers

**JavaScript/React.js trainer, Wild Code School – Bordeaux (France)** 18/08 - 19/01

- Wrote and refactored courses to have them constantly up to date
- Managed 15 students looking for a career change
- Trained myself to new technologies to constantly gain new skills

**Freelance Game Artist, Gameco Studios – Worked remotely** 15/10 – 17/06

- Created graphical assets with short deadlines, many projects at the same time
- Defined the pipeline and created a technical documentation for the production

## EDUCATION

---

**Bachelor Frontend Developer, OpenClassrooms – Online** Current – 20/12

**Front-End Development Nanodegree, Udacity - Online** 17/11 - 18/07

- Won a 3-month challenge (6000 winners out of 60 000 people)
- Created digital projects to challenge, help and motivate the community
- Learning: responsive design / optimization / documentation / accessibility / tests and automation / Ajax / Angular / Ember / React / HTTP2 / security

**Equivalent Bachelor Game Art (3 years done), ARIES – Lyon (France)** 2012 - 2015

- Art Direction, 3D Modeling, 2D Game assets, Concept Art, Team work, Animation