

Quentin Cartier

SOFTWARE ENGINEER · C++ & PYTHON

Montpellier, France

☎ (+33) 0699957002 | ✉ quentin.cartier.dev@gmail.com | 📱 maishuji | 📠 quentin-cartier-05344977

“Be the change that you want to see in the world.”

Experience

Amadeus (via Astek)

Remote(Antibes), France

SOFTWARE ENGINEER

Feb. 2022 - Exp. Feb. 2025

- Contributed to the development of the Search Orchestrator system, aggregating flight offers from multiple airlines.
- Designed and implemented new features, ensuring software stability through comprehensive tests and proactive maintenance.
- Improved project architecture and reduced technical debt by proposing and implementing efficient solutions.
- Advocated for best development practices via knowledge-sharing sessions.
- Contributed to DevOps efforts, assisting in release and deployment processes.

Mentor Graphics (Siemens EDA)

Montbonnot-Saint-Martin, France

SOFTWARE ENGINEER TRAINEE

Apr. 2021 - Sep. 2021

- Conducted performance analysis and optimization at the API level to improve data transmission efficiency.
- Identified and addressed system bottlenecks, enhancing overall performance by up to 20%.
- Designed and implemented shared memory communication (POSIX) to optimize interprocess data exchanges.

Reynolds&Reynolds

Grenoble, France

FULL-STACK DEVELOPER

Feb. 2018 - Sep. 2020

- Developed and maintained a web-based software suite for automotive dealerships.
- Designed and implemented new features, improving system functionality.
- Ensured system stability through maintenance and incident resolution.
- Developed internal tools to streamline and optimize the development process.

Education

Université Grenoble Alpes(UGA)

Grenoble, France

MASTER'S IN COMPUTER SCIENCE - SOFTWARE ENGINEERING

Sep. 2013 - Aug. 2017

- Focused on Model Engineering, Software Testing, and Software Architecture.
- Hands-on experience with IoT, Big Data, Java, Embedded Systems, and frameworks like Angular, Spring.

National Cheng Kung University(NCKU)

Tainan, Taiwan

B.S. IN COMPUTER SCIENCE AND INFORMATION ENGINEERING

Sep. 2013 - Aug. 2017

- Strong foundation in Algorithms, Data Structures, and Computer Architecture.
- Developed applications with Android, Qt (C++), and Embedded Systems.

Skills

Programming	C++, Python, Java, SQL, Rust, JavaScript, TypeScript, HTML, CSS, R
DevOps	Docker, Kubernetes, Ansible, Jenkins, GitHub Actions, Grafana
Development Tools and Frameworks	CMake, Makefile, Linux, Django, Qt, Valgrind, Emacs, Vscod
Software	Object-Oriented Programming, SOLID, Design Patterns, UML
Project Management	Agile, Scrum, SAFe, Jira, Confluence
Languages	French, English, Chinese, Russian
Soft Skills	Autonomy & Problem-Solving Attention to Detail Curiosity & Continuous Learning Proactive Mindset Adaptability

Certificates

- 2024 **Design Patterns**, University of Alberta
- 2024 **Machine Learning Specialization**, DeepLearning.AI
- 2024 **Mathematics for Machine Learning and Data Science Specialization**, DeepLearning.AI
- 2024 **Arm Cortex-M Architecture and Software Development Specialization**, Arm
- 2023 **IBM Applied DevOps Engineering Specialization**, IBM
- 2023 **Google IT Automation with Python Specialization**, Google
- 2023 **Design Patterns in Modern C++**, Dmitri Nesteruk (Udemy)
- 2023 **Docker and Kubernetes: The Complete Guide**, Stephen Grider (Udemy)
- 2022 **Build Your First IoT Application With Arm**, ARM - edX
- 2022 **Embedded Systems Essentials with Arm: Get Practical with Hardware**, ARM - edX
- 2019 **CPA - C++ Certified Associate Programmer**, C++ Institute