MATHIEU BRUGUIER

C#/.NET/FULL STACK DEVELOPER

Summary

Software/Full Stack developer with 4 years of industry experience with C#, WPF, ASP.Net and other Microsoft technologies, as well as HTML, CSS and JavaScript. Highly interested in UX/UI and Google's Material Design. Versatile, quick-learner and willing to embrace new challenges. Loves making video games during free time.

Skill Highlights

- Extensive knowledge of **C#/.Net**. Developed countless desktop applications as well as fully-fledged websites. Has worked with both **Windows Forms** as well as **WPF**, with a clear appreciation for the latter.
- Experienced in designing websites, mainly through **ASP.Net** with extensive use of **CSS/JavaScript**.
- **Strong team-player**, loves working as a team and able to interact and collaborate at every level.
- Advanced knowledge of Unity3D (ongoing projects, both professional and personal)
- Self-taught **UI** design principles.
- Proficient in Java, C++ and C.
- Has worked with most versioning and source-control software extensively: **Git**, **SVN and TFS**.

Work experience

Full Stack Developer   *October 2014 – April 2016*
Azzana Consulting – Paris, France
- Developed desktop solutions as well as fully featured websites used by the largest banks in France.
- Created websites from scratch using ASP.Net/HTML/CSS/JS, following Google's Material Design.
- Designed ergonomic tools that helped the largest banks in France work with the next generation of international payments in Europe, SEPAmail.
- Constant communication with bank operators.

C# Software Engineer   *September 2012 – September 2013*
Seayard – Marseille, France
- Part of a team of two developers.
- In charge of creating a software capable of tracking every single vehicle on site and allowing the workers to trigger an alarm in case of emergency.
- Developed several tools that helped ease file traffic by automating many transactions. Helped raise the amount of daily transactions by 200%.

Education

EPITECH - European Institute of Technology   *2015*
Master's Degree - Computer Software Engineering (GPA 3.48)

California State University, Long Beach   *2013 - 2014*
Computer Science