SOFTWARE ENGINEER | RESUME

> Fields: Software and embedded software engineer

▶ Tech: C++, C, Kotlin, java, linux, AOSP, Python

▶ Interests: Robotics (Modeling, Design, Programming), economic rules, com-

puter science in general, science fiction



Experience

Since	Software engineer on embedded system AOSP	CELAD-Renault
02/2024	 Software development for platform and external app on embedded syste automobiles. AOSP, Kotlin, Android-studio, java, Soong, Gitlab-ci 	em AOSP for
09/2022 -	Software and embedded system engineer	Sagemcom
12/2023	 Software and embedded systems (Linux and AOSP) development in the field munications and entertainment. Linux, Android, Android-studio, C++, C, Java, Kotlin, AOSP 	d of telecom-
07/2021-	Software engineer on embedded systems	SII
09/2022	 Software development on embedded systems for aerospace and military C++ , eclipse, DDS, UDP, Design Patterns, MISRA, Linux 	company.
12/2018 -	Software engineer	ALTEN
2021	 Maintenance and improvement of network coverage optimization software (wave pagation), then interfacing C++ - C# for calculator with implementation of a license mar C#, CLI, C++, Visual Studio, Jenkins, Design Patterns 	
04/2018 -	Unity/UE4 Developer for Open Innovation VR department Bouyg	ues Construction
10/2018	 Software and application development necessary for business needs in the field of virtual reality C#, unity, Kinect, Réalité virtuel 	
11/2015 -	EIP end-of-studies project (Front and Lore pole leader)	EPITECH
3/2018	 Innovative professional project, from a team of 7 people, FPS - RPG in virtual reality C++, EU4, HTC Vive 	
2 * 1 month	ASSET (assistant professor for C, PHP, Python, Ruby, Shell)	ETNA
	 Supervising Bachelors and Masters, our goal is to train students in programming languages during their swimming pools Called for the first time to supervise the bachelors, called back the following year for the Masters 	
Education		

Education

2013 - 2018 Master's degree Software Engineering University of EPITECH Paris

▶ C - C++ - Linux

2016 - 2017 4th year of study in China

Jiaotong university

Beijing

Mainly C++ - Web - Linux

Annexe

This part brings together the technologies and languages that I learned and used on my various personal projects. Allowing a better representation of my profile and a better selection by CV parsers.

Languages C++ (11<->17), C, C#, Python(3), Java(Fx), Scripting, PHP, CSS, HTML, Ruby, Latex, XML, JSON,

CSV, SQL, java, kotlin,

Visual studio, Visual Code, Eclipse, Notepade++, Git, SVN, RTC, Symfony, wamp server, Arduino, PlatformIO, Jenkins, Cura, Freecad, UE4, GitKraken, Virtual Machine, Postman, Jira, Trello, wsl,

cygwin, protobug, gRPC, AOSP (Android), vcpkg, pybind11

Areas covered:

Robotics (mechanical design, 3D modeling, 3D printing, electronics, PCB design, Embedded programming (on simple and complex environments), Creation of WEB sites, Implementation of Linux systems (Tails;), Software programming in a very complex environment, implementation of a licensing system, creation of a mobile application, Pair-programming software programming, trading software, video stream processing, LIDAR data processing, UART, SPI, I2C, CANBus, compilation cross-platform.

Languages

French first language

▶ English 800 Toeic

Japanese learning in progress