

# SOFTWARE ENGINEER | RESUME

- » **Fields:** Software and embedded software engineer
- » **Tech:** C++, C, java, Kotlin, linux, AOSP, Python
- » **Interests:** Robotics (Modeling, Design, Programming), economic rules, computer science in general, science fiction



## »»» Experience

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|---------------------|--|------------------------------|
| Since<br>09/2022    | <b>Software and Embedded System Engineer</b>   | <b>Sagemcom</b>              |
|                     | » Software and embedded systems (Linux and AOSP) development in the field of telecommunications and entertainment.<br>» Linux, Android, Android-studio, C++, C, Java, Kotlin, AOSP   |                              |
| 07/2021-<br>09/2022 | <b>Software development on embedded systems</b>  | <b>SII</b>                   |
|                     | » Software development on embedded systems for aerospace and military company.<br>» C++ , eclipse, DDS, UDP, Design Patterns, MISRA, Linux   |                              |
| 12/2018<br>2021     | - <b>Software development</b>  | <b>ALTEN</b>                 |
|                     | » Maintenance and improvement of network coverage optimization software (wave propagation), then interfacing C++ - C# for calculator with implementation of a license manager<br>» C#, CLI, C++, Visual Studio, Jenkins, Design Patterns |                              |
| 04/2018<br>10/2018  | - <b>Unity/UE4 Developer for Open Innovation VR department</b>   | <b>Bouygues Construction</b> |
|                     | » Software and application development necessary for business needs in the field of virtual reality<br>» C#, unity, Kinect, Réalité virtuel  |                              |
| 11/2015<br>3/2018   | - <b>EIP end-of-studies project (Front and Lore pole leader)</b>   | <b>EPITECH</b>               |
|                     | » Innovative professional project, from a team of 7 people, FPS - RPG in virtual reality<br>» C++, EU4, HTC Vive   |                              |
| 2 * 1 month         | <b>ASSET (assistant professor for C, PHP, Python, Ruby, Shell)</b>   | <b>ETNA</b>                  |
|                     | » Supervising Bachelors and Masters, our goal is to train students in programming languages during their swimming pools<br>» Called for the first time to supervise the bachelors, called back the following year for the Masters        |                              |

## »»» Education

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|-------------|---|------------------------------|
| 2013 - 2018 | <b>Master's degree Software Engineering</b> | <b>University of EPITECH</b> |
|             | » Paris<br>» C - C++ - Linux                |                              |
| 2016 - 2017 | <b>4th year of study in China</b>           | <b>Jiaotong university</b>   |
|             | » Beijing<br>» 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,
- » **Tools:** Visual studio, Visual Code, Eclipse, Notepad++, 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.

## »» Languages

- » **French** first language
- » **English** 800 Toeic
- » **Japanese** learning in progress