Simone Mine
Junior Fullstack Developer

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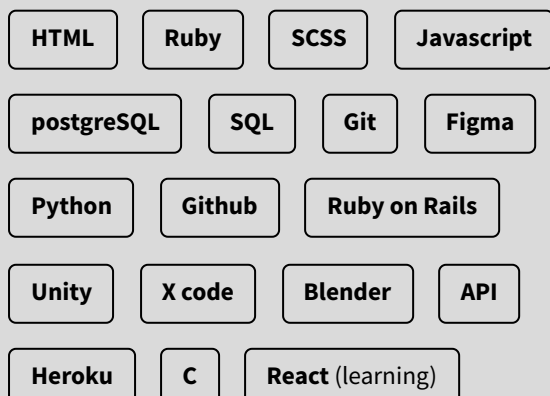- LinkedIn
- she/her
- French/ Japanese

👤 PROFILE

I am a professional 3D artist with two years of experience in the creative industry. Through my work with various software, I discovered a passion for coding, which led me to pursue a full-stack-web development bootcamp. I now work as fullstack developer, both working on creating a user-friendly front-end interface and challenging backend programming. I am naturally curious, always eager to collaborate with others to work on innovating and creative projects.

🌐 LANGUAGES

French   ● ● ● ● ●
Japanese   ● ● ● ● ●
English   ● ● ● ● ○
German   ● ● ● ○ ○

🧠 SKILLS

`HTML` `Ruby` `SCSS` `Javascript`

`postgreSQL` `SQL` `Git` `Figma`

`Python` `Github` `Ruby on Rails`

`Unity` `X code` `Blender` `API`

`Heroku` `C` `React` (learning)

📁 PROJECTS

Runaware, mobile app for runners
2024
mobile app link: https://run-aware-17833b6c8f21.herokuapp.com
- Collaborated with a team of four to develop a Ruby on Rails mobile app for runners in two weeks.
- Designed and implemented backend services for API integrations (OpenAI, Mapbox, weather APIs). Ensured a fast performance for real-time data retrieval. Built a database architecture using PostgreSQL and deployed the app via cloud service.

Book a book
2024
- Air BnB mockup project where users can rent and lend books and teaching manuals.
- With a team of 4, we completed this project in a week.

AB AR
2023
- Collaborated with a team of two to develop an interactive AR app showcased in Seoul.
- Managed a successful deployment to both Google Play and Apple App Store.
- app store link: https://apps.apple.com/mn/app/ab-ar/id6463257681

🎓 EDUCATION

Web Development Bootcamp, Le Wagon
October 2024 – December 2024 | Berlin, Germany
- 9-week full-time intensive coding bootcamp
- Learned HTML, CSS, Bootstrap, JavaScript ES6, SQL, git, GitHub, Heroku and Ruby on Rails.

MA in Fine Arts, Time based Media, HFBK Hamburg
2020 – 2022 | Hamburg, Germany
- Graduated from the Time Based Media department

💼 PROFESSIONAL EXPERIENCE

Freelance work as 3D artist
2022 – 2024 | Berlin, Germany
- Created optimized 3D models and assets using Blender for clients in the creative industry and cultural institutions in Europe and Japan.
- Collaborated on an AR app developed in Unity, successfully deployed
- Designed music videos, posters, track covers, and VJ visuals for events.

Student assistant for IT support department
2020 – 2021
- Assisting the IT department at HFBK Hamburg
- Maintained and monitored security protocols in server rooms, gaining experience in data protection.