



DOUROV MAXIME

Developer

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📍 Ottignies, Belgium

TECH STACK

Angular Networking

Admin Sys Git

Electronics Docker

Cloud computing

Python C SQL

Ruby C# HTML JS

CSS

LANGUAGES

French: **Native**

English: **fluent / C1**

EDUCATION

Information Technology
| EPHEC

📅 2021 - 2024

In progress

CCNA | CISCO

📅 2021 - 2023

In progress

Computer Science | UCL

📅 2018 - 2021

Never finished

ABOUT ME

I am a junior Developer with a passion for problem solving. I have had many opportunities to improved my skills through various projects acting as project manager or in stand-alone. I have a personal interest in Science and it's applications coupled with a true desire to learn.

PROJECTS

Time Weaver |

📅 February 2023 - June 2023

Role: Lead programmer

- Angular front end
- Ruby on rails API

The goal was to create a Timeline manager allowing the user to use any kind of calendar, existing or imagined.

The project was an exercise in dynamic web design with the complexity of non-standard calendar. The user was able to customize the exact length of year and months to correspond to any planet calendar.

Chexers |

📅 October 2022 - December 2022

Role: Lead programmer

- Python data manipulation
- Python graphical interface

The objective was to create a board game in python and "new and interesting" rules to play with it.

We went for Checkers with an hexagonal grid on a cylindrical board. My role was mainly the implementation of "game behaviours" and checks.

F1 simulation |

📅 November 2022 - January 2023

Role: [alone]

- Multiprocessing in C
- Shared memory management

For this project I had to create a simulation of a F1 championship (using a random function to generate the lap times).

The complexity was the need to display the leader-board in real time which required the use of parallel processing to simulate each car individually.