# DOUROV MAXIME

## Developer

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## TECH STACK

Angular · Networking · Admin Sys · Git · Electronics · Docker · Cloud computing

Python · C · SQL · Ruby · C# · HTML · JS · CSS

## LANGUAGES

**French:** **Native**

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**English:** **fluent / C1**

## EDUCATION

### Information Technology | EPHEC

📅 2021 – 2024

In progress

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### CCNA | CISCO

📅 2021 – 2023

In progress

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### 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.

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### 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.

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### 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.