

# Nicolas DE GHESELLE

Innovative and dedicated software engineer with a Master's degree in Computer Science and three years of experience in developing desktop and mobile applications. Passionate about low-level code and optimization, with a proven track record of delivering efficient and maintainable solutions. Skilled in C++, C#, and multi-threading techniques, and committed to exceeding customer expectations through continuous learning and innovative problem-solving.

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## # Work Experience

### Software Engineer

3MA Group - Rouffach (68)

3ma Group is an industrial company specializing in marketing, production, and logistics. I develop and maintain mobile and desktop applications to meet client needs and streamline internal processes.

- Developed and launched a new WPF desktop application consolidating multiple existing tools, enhancing user efficiency and scalability.
- Refactored legacy codebase in C# and .NET, creating frameworks and improving code maintainability, significantly reducing technical debt.
- Debugged and resolved software defects reported by QA and end-users, maintaining high standards of software quality and boosting user satisfaction.
- Collaborated with cross-functional teams in Agile ceremonies to drive continuous improvement in development processes.
- Authored technical specifications and created user manuals, facilitating smooth onboarding for new team members and end-users.

### Analyst Developer - internship

AnyDesk - Stuttgart (Germany)

AnyDesk develops a high-performance, cross-platform remote desktop application used worldwide. As a Software Developer, I created tools to improve debugging and simplify future developments, enhancing the efficiency and effectiveness of the development team.

- Designed and created a highly performant desktop application using C++, significantly improving log handling and enhancing overall system reliability.
- Implemented multi-threading techniques to enhance application performance, resulting in noticeably smoother user experiences and reduced processing times.
- Troubleshooted and resolved software defects in libraries, enhancing the application's stability and usability for end-users.
- Developed and maintained comprehensive software documentation, ensuring all code changes were well-documented and easily understood by the development team.

## # Education

### Master's degree in Computer Science

CESI - Strasbourg (67)

Major in Software Engineering specialized in cybersecurity

## # Skills

|              |                            |         |          |                 |              |         |            |
|--------------|----------------------------|---------|----------|-----------------|--------------|---------|------------|
| Desktop      | C#                         | C++     | Python   | WPF             | Maui         | SDL2    | OpenGL     |
| Web          | HTML5 / CSS3 / ECMAScript6 |         |          | Vue.js          | SvelteKit    | Swagger | Express.js |
| DB & Servers | SQL Server                 | MongoDB | .NET Asp | Node.js         | Nginx        | Docker  |            |
| Practices    | Scrum & Agile              |         | Git      | Cybersecurity   | REST         |         |            |
| Soft Skills  | Problem Solving            |         | Teamwork | Troubleshooting | Adaptability |         |            |

## # Certifications and Licenses

### TOEIC

With a score of 990

### CCNA

CCNA 2 : Switching, Routing, and Wireless Essentials