

# NICOLAS PATIGNY

Junior Dev

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## SUMMARY

Bilingual Software Developer with a Computer Science degree from France, enriched by international educational experiences across England, USA, and Malaysia. Proficient in JavaScript, Python, and Kotlin, with additional expertise gained through The Odin Project curriculum. Combines strong academic foundation with practical web development skills while communicating fluently in both English and French.

## EDUCATION

Bachelors de Science et Numériques

Université Catholique de Lyon

📅 2021 - 2024    📍 Lyon, France

## PROJECTS

### Portfolio

- Engineered a responsive portfolio website using React and Vite, implementing modern UI/UX principles and component-based architecture
- Developed custom CSS styling with dynamic hover effects, smooth transitions, and a mobile-first responsive design
- Implemented project showcase sections with GitHub integration and live demo functionality for easy project access
- Technologies used: React, Vite, CSS3, JavaScript

### Battleship

- Developed a full-stack Battleship game using JavaScript
- Engineered dynamic DOM manipulation for real-time game board rendering and user interaction, including ship placement validation and turn-based gameplay tracking.
- Implemented modular design patterns including factory functions and MVC architecture, creating clear separation between game logic and UI components.

### Restaurant Page

- Engineered a dynamic restaurant website using vanilla JavaScript and Webpack, demonstrating proficiency in modern module bundling and asset management.
- Implemented single-page application (SPA) architecture with tab-based navigation system, utilizing DOM manipulation for seamless content switching without page reloads
- Developed responsive design using CSS Grid and Flexbox, ensuring optimal layout across different screen sizes while maintaining visual consistency.

### Meet a Friend

- Contributed to developing a real-time chat application in Kotlin for Android, implementing user authentication and message handling systems to enable anonymous conversations
- Applied mobile UI/UX design principles in Kotlin, developing interfaces for user matching and chat functionality

## SKILLS

HTML    CSS    Javascript    React

MySQL    Agile Methodology

Python    Kotlin    Node.js

## LANGUAGES

English

Native



French

Native

