

Nicolas Huynh

Software Engineer Python, C, C++

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Education

- 2018-2021 **42**, Paris.
Disruptive Software Engineering Program.
- 2013-2017 **Engineering school**, *HEI(Hautes Etudes d'Ingenieur)*, Lille.
General engineering school - Major: Mechanical Engineering.
- 2010-2012 **PCSI Preparatory school**, *HEI*, Lille.
Two-year intensive program preparing for Engineering school.
- 2010 **Baccalaureat Major: Mathematics**, *Lycee Edgar-Poe*, Paris.

Work experience

- 2019-2020 **Software Engineer Python**, *Flyinstinct*, Paris.
Built a user interface to display informations collected by sensors during an inspection of an airport runway.
- 2017-2018 **Design for Escape Game**, *Freelance*, Paris.
Design and production of puzzles for escape game using 3D printing and laser cut.
- 2016 **EWP: Eleven Weeks Project**, *Fimatec*, Lille.
Research project on low energy recycling for data-centers.
- 2015 **Mechanical school projet**, Lille.
Group projet on designing an electrical tricycle (Choosing specifications, stability study).
- Summer 2013 **Hediard**, Paris.
A 5-week internship on one of Hediard logistic sites: supply-chain, handling client orders, quality control.

Languages and computer skills

- Core C, Python, Shell, Makefile, Git, Docker
- Basics CI/CD, C++, Django, Javascript, PHP, Mathematica
- CAD Catia V5 (FAO), SolidWorks (Optimisation), Onshape
- Others Arduino, Raspberry Pi, PCB design (Eagle), Laser-cut, 3D-printing
- French Native
- English Fluent (C1)

Miscellaneous

- Participation to "24h de l'innovation (2015)", Finalist for the MDF2018 (Best dev of France)
- Cooking, climbing, cycling (Paris-Utrecht during summer 2015)
- Travel (Asia, Europe), snowboard and video games