

# PAUL FOURNIER

Computer Science Engineer

Creative Full-stack Engineer  
Enthusiast, multifaceted  
quick learner and team player.

## About me:

After graduating from Télécom Paris with an Information Science engineering degree and exploring many technical and managerial fields, I've done research then worked as a developer in the Computer Security industry. I'm currently seeking forward to explore a developer position in a more creative new environment.

## Language:



Native Language \*\*\*



Advanced (C1), \*\*\*  
TOEFL ibt score 96/120



Intermediate (B1) \*\*



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pauljfournier

## Professional Experiences

Developer and R&D

2019-2022  
London  
(UK)

### Full-stack Developer at JUMPSEC

- Provided extensive **support on development** for internal and external associates.
- **Developed** and **maintained** various services and tools
- **Integrated** internally developed tool
- **Back and front ends**, for the teams and clients, with strong focus on quality and security
- **Transformed** the internal processes and work flows of clients interaction by **developing** new unified software.
- **Researched** and prototyped huge database based on NoSql technology.

## Main Projects

### Unified Portal

**Developed** a software, front and back end, based on Django and AWS to help the transformation of the internal processes and work flow. It unified how each teams deliver documents and reports to clients.

### CALog

**Developed** and **maintained** a RESTful Golang API and an associated React frontend to automatically generate client reports, fetching data form internal tools. The project evolved from a basic gathering logs tool to a complex Golang-React-Postgres application with multiple microservices.

Searcher

feb-sep 2019  
Nara  
(JAPAN)

### Information Security Engineering Laboratory of NAIST

**Developed** and **researched** on power analysis attacks against public-key cryptography, countermeasures and Dynamic Partial Reconfiguration (SPREAD).

## Education

Télécom Paris Student

2018-2019  
Nara  
(JAPAN)

### NAIST University

Digital security and exploration of Human-Robot interface and Ambient Intelligence.

2017-2019  
Sophia-Antipolis  
(FRANCE)

### Eurecom

Specialization in Digital Security, Machine Learning and Web Application development.  
Courses taken in English.

2016-2019  
Paris  
(FRANCE)

### Télécom Paris engineering school

Major in Computer Sciences and training in Smartphone Application development.

## Related Projects

2021-present	<b>JAE</b> <b>Developed</b> a computer game using Godot engine that aimed at discovering in a playful way what it truly is to be a blue team member, red team member or any other members of a security company. The gameplay is a simulation inspired by Game Dev tycoon with more practical exercises and story telling.
2021-present	<b>Testress</b> <b>Developed</b> a computer puzzle and conceptual game using Godot engine where the player resolves Tetris/Tricky Towers likes puzzles with a (fun?) stressful gameplay.
2018	<b>Looking For Game</b> (Team of 4) <b>Managed</b> and <b>developed</b> a prototype web site, application to help tabletop role playing game players finding each other to play.
2017-2018	<b>A.R.E.S</b> (Team of 4) <b>Managed</b> and <b>developed</b> an Autonomous Recon and Exploration System, an explorer robot designed from scratch.
2017	<b>Hell vs Heaven</b> (Team of 5) <b>Managed</b> and <b>developed</b> a smartphone multiplayer game with direct human interactions, geolocation, and strategy.
2016-2017	<b>Easy Compose</b> (Team of 7) <b>Developed</b> a smartphone application to dynamically write and modify musical scores from music played with a guitar without invasive instrumentation.

## Skills

### Management

- ✱✱ Project, Team management and Team leadership

### Computer Science

- ✱✱✱ Web, Docker, Git, Digital Security, Cryptology, Microservices, Godot
- ✱✱ Smartphone application, Databases (SQL and NoSQL), Machine Learning
- ✱ AWS, gRPC, Human-robot interface

### Programming Languages

- ✱✱✱ Golang, Python, C/C++, Java, Android,
- ✱✱ Javascript, Rust, Camel, MatLab
- ✱ Verilog, Swift, Coq, Whitespace

### Adobe Creative

- ✱✱ Photoshop, InDesign, Illustrator

## Hobbies

- Video Games
- Writing
- TTRPG
- Story Telling
- DIY
- Cosplay