Quentin BERNARD

FRENCH SOFTWARE DEVELOPER

CONTACT INFO

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SKILLS

LANGUAGES
C#, C, Java, JS, PHP, SQL

WEB
HMTL5, CSS3, VueJS, React, Tailwind, Symfony, Node.JS, REST API

TOOLS
Git, Visual Studio, Figma, Jira, Postman, Docker

METHODS
Agile (SCRUM), CI/CD, TDD

EDUCATION

Computer science and electronics engineering degree
ESEO, Angers | Sep 2025 – Present

Bachelor in Computer Science
IUT, Lannion | Sep 2022 – Aug 2025

High School Diploma *(French baccalaureate)*
Auguste et Jean Renoir, Angers
Sep 2020 – June 2022

LANGUAGES

French : Native
English : B2
Spanish : B1

INTERESTS

Series & Movies
Manga & Anime
Music
Video Games
Motorcycle

PERSONAL PROFILE

I am currently studying computer science and electronics engineering on a work-study program. I am looking for a 12-week internship as a software developer starting in June 2026 for my engineering degree. I will put my curiosity, rigor, and all my technical skills to good use.

WORK EXPERIENCES

Software Developer – Quotex, Angers
Aug 2024 – Present *(Work-Study)*
Apr 2024 – Jul 2024 *(intern)*
- Development of enterprise solutions (C#, VB, Python, JS) for industrial company.
- Create REST API integrations between 3D CAD simulation & cost platforms.
- Implement bidirectional data sync with multiple ERP/CRM systems.
- Build custom add-ons improving user productivity, led project tasks.

Stock Clerk & Seasonal Worker – Super U & Adecco, Angers
Summer 2022 & 2023
Managed inventory, optimized placement, and customer service.

PROJECTS

Serious Game (CPAM) | 2024 – 2025 *IUT Lannion*
Development of a serious game for the CPAM (French social security agency) in the Côtes d'Armor region.
Technologies used : VueJS, Tailwind, JavaScript, PostgreSQL, Symfony, Figma, GitLab and Jira.

Creation of a rental website | 2023 – 2024 *IUT Lannion*
Creation of a online marketplace forhomestays website using the SCRUM method with agile concepts and a server.
Technologies used : PHP, HTML, CSS, SQL, JavaScript, Figma, VisualParadigm, PGAdmin and GitHub.

Development of the game Connect 4 | 2022 – 2023 *IUT Lannion*
Completion of all design stages for the creation of the Connect Four game in C language.
Technologies used : Algorithmic Language, C and Figma