

# Quentin BERNARD

## FRENCH SOFTWARE DEVELOPER

## CONTACT INFO

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## SKILLS

### LANGUAGES

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

### WEB

HTML5, 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 the 29 June 2026 and finishing the 18 September 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