

SELENA POUN

Full-Stack Web Developer

✉ selenapoun@gmail.com
🏠 Lyon
📞 07.45.04.05.62
💻 Open to remote work

Assets

Autonomy, attention to detail, adaptability, team spirit

Languages

French

English

Interests

Gaming

Walking

Reading

Social networks

🐦 @sele-nap
in @selenap10

Full-stack developer specializing in JavaScript and TypeScript, with experience in web applications and interactive 3D tools, focused on performance, UX, and maintainable code.

Education

● Application Designer and Developer

From 2021 to 2023 Wild Code School Lyon, France

- Specialized in full-stack development with JavaScript, TypeScript, Node.js and React
- Completed multiple projects using Agile methodologies and collaborative workflows
- Built REST APIs and responsive front-end applications

● Master's Degree – Digital Creation: Hypermedia and Intelligent Spaces

From 2017 to 2020 University of Savoy Mont Blanc Chambéry, France

- Designed and developed interactive digital systems in virtual and augmented reality using Unity
- Focused on UX/UI design, interactive content creation, and transmedia storytelling
- Master's thesis: "The Role of Images in Animal Exploitation: Perceptions from L214 Protests"

● Bachelor's Degree: Book and Multimedia Studies

From 2014 to 2017 University of Clermont Auvergne Clermont-Ferrand, France

- Trained in digital tools (HTML/CSS, Adobe Suite), communication and cultural project design
- Focus on digital media production, heritage mediation, and editorial content
- Included class in advanced English and digital communication

Work experience

● Full-Stack Developer 3D

From March 2022 to July 2025 Decq Saint-Priest, France

- Developed a production-ready online 3D configurator using Vue.js, Three.js, TypeScript and PHP
- Created interactive components and integrated real-time 3D rendering
- Improved UX and code scalability in close collaboration with the design team
- Delivered a stable, modular platform used by industrial clients
- Key achievement: final deliverable put into production, designed from start to finish with a maintainable front/back architecture.

● Business developer

From October 2019 to November 2019 DataLumni Annecy, France

- Led prospecting efforts and supported marketing visuals
- Contributed to outreach strategy and competitive analysis

● Virtual Reality Designer

From February 2019 to March 2019

University of Savoy Mont Blanc Chambéry, France

- Built a VR prototype in Unity (C#) for a PhD research project

Computer skills

HTML, CSS, JavaScript, TypeScript, React (Redux, Hooks), Vue.js, Three.js

Node.js, MongoDB, MySQL, REST API, Git, Shell script, Agile, SCRUM

Adobe Suite (Illustrator, InDesign, Premiere Pro), Figma

Skills

User analysis, Agile methodology, continuous improvement, IT monitoring