



CONTACT DETAILS

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 linkedin.com/in/tedht

 tedht.github.io

 github.com/tedht

TECHNICAL SKILLS

PROGRAMMING LANGUAGES

C++, C, Java, HTML, CSS, JavaScript, PHP

FRAMEWORK AND LIBRAIRIES

Java : Swing/AWT

JavaScript : Bootstrap, React MUI, Axios, Express.js, bcrypt, Cookies

PHP : Twig, Symfony

C/C++ : Raylib

DATABASES

PostgreSQL (PLpgSQL), MongoDB

SOFTWARE

Git, Docker, Linux, Visual Studio Code, Oracle VM VirtualBox

LANGUAGES

English: fluent (C2, Cambridge certificate)

French: fluent (C2)

Spanish: Intermediate (B1)

IINTERESTS

Programming

Mod development for video games

Ted HERAMBERT

Junior Developer

PROFILE

As a Computer Science student pursuing a BUT Informatique, I am eager to apply my development skills to help companies build efficient, tailored software solutions. Independent and proactive, I adapt easily to team needs and bring strong problem-solving abilities.

EDUCATION

BUT in Computer Science | 2023 - Present

IUT du Havre - Le Havre, France

Subjects: Application Development, Web Development, Systems Programming, Networks

BSc in Computer Science | 2022 - 2023

King Mongkut's University of Technology Thonburi - Bangkok, Thailand

Subjects: Web Development, Data Structures

Transferred to another institution

French Baccalauréat - Highest Honors

Lycée Français International de Bangkok - Bangkok, Thailand

Specialties: Computer Science and Mathematics

Option: Advanced Mathematics

EXPERIENCE

Full Stack Web Dev | Academic Project | Team of 3 | 2025

Role: User account management

- Developed a website for the Computer Science department's student association: presentation page, account system, online store, etc.
- Prepared a functional specification document
- Managed user sessions in PHP (authentication, session tracking)

Full Stack Web Dev. | Personal project (initially academic) | Solo | 2025

Role: Frontend, Backend, Integration

- Developed a dynamic web application with CRUD management, mobile-first conceptualization, using React MUI, Axios, and Express.js.
- Implemented authentication and session management with bcrypt and cookies.
- Refactored code to improve architecture and maintainability.
- Redesigned the UI for a modern and aesthetic interface.

App Dev. | Academic Project | Team of 5 | 2024

Role : UI Lead, support for the model side

- Developed a Java-based solution following a client's specifications.
- Refactored and optimized the business logic according to the MVC architecture, significantly reducing lines of code and improving maintainability.
- Managed data using CSV files

2D Video Game Development | Personal Project | Solo | 2024

Role: Design, Programming

- Developed a technical demo using Raylib
- Designed a modular architecture to improve maintainability
- Optimized performance (collisions, object management, etc.)