

Computer Science Engineer

Professional Experience

- 2019: Developing a performance test tool for SNCF Gare et Connection (current)
- Simulate a production environment using micro-services with nodeJS , Grafana and influxDB
 - Unit Testing with Jest
- 2019: Developing a Front end for the Risk Management department of CACIB (11 months)
- Create a project from scratch using ReactJS, Redux et Material UI
 - Unit Testing with Jest and Enzyme
 - Atomic design
 - Agile Scrum

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Projects

- 2017: Founder of FoodHere (current)
- Writing a Business Plan
 - Networking & Pitch
 - Creating Logo and video edit
 - Prototyping & developing a mobile app and a website reactJS & react native
 - Implementing a social media marketing strategy
- 2015: Cross Platform game using JAVA (1 mois)
- Developing a side-scroller/RPG game using Libgdx Framework
 - Developing a game for mobile Android/iOS and Web.

Formation

- 2012-2017: ESIEE Paris (Noisy-le-Grand)
- Diplôme d'ingénieur, filière Data/Réseau & IOT
 - Msc in Computer Science - Data Science

- Apache Spark et pySpark, Machine Learning

2015-2016: Beijing Jiaotong University (Chine)(M1 en échange)
- Exchange Program in MSc in Software Engineering
- Apache Hadoop & Apache Spark, Scala

2014-2015: Université Paris-Est Marne-la-Vallée (Champ sur Marne)
- BS in Mathematics and Computer Science

Programming Skills and tools

Languages: JavaScript, Java, C/C++, Python, Scala

Framework: React/React native , NodeJS/ExpressJS, Loopback, Hadoop, Spark,

IDE: IntelliJ/Android studio, Eclipse,

Cloud: Cloudfoundry, AWS, FireBase, G suite

Other: Pack office, Git, Github,

Languages

Français (native), Anglais (bilingual), Chinois (fluent)

Interests

Internet culture, pop culture, technology