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Junior software architect
Specializing in web development

Career objective

Ten years passed since I first used a computer to create something. Since then, my own vision of this activity has changed a lot, from being a simple pastime to a full-time paid job. My own position also changed from being *yet another* developer to a junior software architect. Thanks to three years of apprenticeship, the awarding of two academic masters (bachelor equivalents) and two years of professional experience (including one in Canada) I've accumulated a great amount of interesting knowledge, both in project management and software development/architecture. I am now looking for another opportunity to put my skills up front for a motivating employer and face new challenges, whatever they might be. Because before being *just my job*, deep down this is what I truly like to do and I am prepared to move anywhere to find the *perfect* place to work.

Training

Years	Degree	Major	School
2008 → 2009	BScIT — Bachelor of Science in Information Technology (equivalent)	Intelligent, communicating and distributed systems	Cergy-Pontoise University (Cergy, France)
2006 → 2009	BBIS — Bachelor of Business Information Systems (equivalent)	Software engineering and applications	ITIN/ESCIA Group (Cergy, France)
2004 → 2006	ASD — Associate of Software Development (equivalent)	Networking and UNIX systems	University of Picardie Jules Verne (Amiens, France)
2001 → 2004	Baccalauréat in sciences (ACT/SAT equivalent)	Sciences : Physics and chemistry	Charles de Gaulle High (Compiègne, France)

Daily use of English (read, written and spoken) with native English speaking people and I also obtained my **TOEIC** exam with a score of 985/990 (General Professional Proficiency). Basics of Spanish (read only).

Chosen experiences

Date & position	Missions	Company
Junior software architect Nov. 2010 → Oct. 2011	I joined Manwin Canada as a junior software architect to help them cope with an incredible growth. Reorganizing their internal tools and processes, creating an enterprise framework, a major international billing platform and miscellaneous tools and websites while being part of an international bilingual, dynamic and experienced team.	Manwin Montreal Canada
Game developer Aug. 2008 → Sept. 2010	Production of a complete DLC (<i>downloadable content</i>) for a triple-A American video game, consisting of an entirely new story. Trailer watched over 130,000 times and content downloaded over 200,000 times during the first three months. Praised by all of the original video-game fans, the industry and the press. Role of leader/coordinator, level-designer, webmaster and PR manager.	<i>Independent</i> Cergy France
Junior software architect June 2008 → Nov. 2010	Planning and then development of the foundations for the new company's extranet —an ultra-modular project planned for the long-run— and supervision of the following development. Also worked on a new enterprise level MVC framework <i>à la</i> Zend Framework or Symfony dedicated to all future in-house developments of the company.	Alteo Paris France
Game developer Dec. 2007 → Dec. 2008	Production of a free complete video game, translated into eleven languages and lasting approximately eight hours. The game was played, discussed, distributed and downloaded over a million times a year worldwide. Awarded third best free game of 2008 by the eminent American website ModDB.com and the German MTV channel.	<i>Independent</i> Cergy France
Web developer Sept. 2006 → June 2008	Work on a professional e-mailing and reporting/analysis platform. Created a project management and customer relationship management software and automated the creation of sales quotes. Creation of an application to manage the company's UNIX server farm (real time monitoring). Also helped with maintenance and installation of the company's 60 servers.	Alteo Paris France

Date & position	Missions	Company
Software developer <i>Oct. 2007 → May 2008</i>	Realization of a geolocation system prototype using nothing but Wi-Fi wave analysis to try and locate itself. The objective was to make it lightweight in order to embed it inside some forklift terminals wandering in supermarket warehouses. Pioneering project in France which led to the launch of a technical audit and an ambitious follow-up project.	ID Services Paris France
Multipurpose developer <i>April 2006 → July 2006</i>	Developed a dynamic and evolving e-commerce website for a french tour operator. Also responsible for quality assurance, project progress and tasks coordination. Also integration of various voice synthesis and text-to-speech (TTS) components. Interfacing these components with an artificial intelligence engine and a 3D avatar within a website.	6ème Sens Compiègne Oise
Developer & clerk <i>June 2005 → Aug. 2005</i>	Development of an online shopping website for an automobile dealership with online selling and expedition plus stock management directly inside of the administration panel. Also clerk, auto-part reseller and webmaster of the aforementioned website. Development of a rough HTTP server in C to house parts of the project.	APB SARL Compiègne Oise

IT skills

★★★★★	PHP 5.2	★★★★★	PHP 5.3	★★★★★	XHTML
★★★★★	MySQL 3/4/5	★★★★★	CSS 2/3	★★★★★	Javascript & ajax
★★★★★	Shellscript	★★★★★	Regular expressions	★★★★★	SQLite
★★★★★	HTTP	★★★★★	Java (J2SE)	★★★★★	TCP and UDP
★★★★★	Cryptography	★★★★★	Java (J2EE)	★★★★★	.NET and C#

Favorite everyday tools

★★★★★	Apache 1 & 2	★★★★★	Subversion & Git	★★★★★	Eclipse & NetBeans
★★★★★	Firefox & Chrome	★★★★★	UltraEdit & NotePad++	★★★★★	LibreOffice & Office
★★★★★	UNIX Systems	★★★★★	Windows XP/Vista/7	★★★★★	MySQL workbench & PMA
★★★★★	Trac/Jira/Bugzilla	★★★★★	Zend & Symfony	★★★★★	Mootools & jQuery
★★★★★	PHPUnit & JUnit	★★★★★	Image editing	★★★★★	VMWare & Xen
★★★★★	SharePoint & Exchange	★★★★★	Android	★★★★★	Microsoft Project

Project management & methods

★★★★★	Object oriented prog.	★★★★★	Event-driven prog.	★★★★★	Agent programming
★★★★★	Design patterns	★★★★★	Bug reporting	★★★★★	Unit tests
★★★★★	Agile software devel.	★★★★★	Project documentation	★★★★★	Preliminary analysis
★★★★★	Communication	★★★★★	UML	★★★★★	Writing specifications

Personal achievements & projects



Cloud Computing Paper

A study focused on the state-of-the-art review of the Cloud Computing domain. Explanation of the philosophy, techniques and actors, description of the strengths and weaknesses, market analysis and present and future opportunities.



Play-uno.com

Community website allowing people to play the famous Uno® game by Mattel online and against artificial intelligences. Classification system and full-javascript interface. Up to 25,000 monthly players at the time of its development. Now closed down due to the increase of financial requirements to maintain the infrastructure.



Web analytic tool

Realization of a complete web analytic and statistics system allowing multi-site analysis similar to what *Google Analytics* is now doing. Allowed for all sorts of information about visitors synthesized in the form of graphs. Now offline.



Internet Protocol Paper

A study focused on the state-of-the-art review of IPv4 and IPv6. Explanation of the protocols, evolutions and actors, description of the strengths and weaknesses of each, market analysis and present and future opportunities.

Professional references

Identity	Enterprise	Relation	Years	Contact information
Frédéric Bournival	Manwin Montreal Canada	Direct supervisor during my experience in Canada	2010 to 2011	frederic.bournival@manwin.com 514 359 3555
Karim Mouaafi		Project manager responsible for monitoring projects	2010 to 2011	karim.mouaafi@manwin.com 514 359 3555
Ephrem Saour		Business Lead responsible for the financial viability of projects	2010 to 2011	ephrem.saour@manwin.com 514 359 3555
Marc Bidoul	Independent	Collaborator on two 1 and 2 years long multimedia projects	2008 to 2010	bidoul.marc@gmail.com +33 618 110 182
Geoffroy Espinasse		Collaborator on a 2 years long multimedia project	2009 to 2010	kane1st@gmail.com +33 631 493 215
Cyril Gastebois	Alteo Cergy France	Employer and direct supervisor for 4 years	2006 to 2010	cgastebois@alteo.fr +33 810 060 933
Pierrick Boulière		Co-worker on a framework based project for over a year	2009 to 2010	newcripple@gmail.com +33 678 158 779
Fabien Touchard		Co-worker on an e-mailing platform project for more than 2 years	2007 to 2008	fabien.touchard@gmail.com 514 836 6748
Frédéric Précioso	University Cergy France	Graduation project supervisor and teacher/researcher	2008 to 2009	frederic.precioso@lip6.fr +33 144 278 818
Julien Tournay		Co-worker during 3 years at university	2006 to 2009	boudhevil@gmail.com +33 689 731 438

Recommendations

 **Frédéric Bournival**, IT Development Manager, Manwin

« Nicolas was able to help our team very quickly, even from its earliest days. His diverse knowledge and energy gave us immediate confidence on how to use his talent for the most complex and important projects. Moreover, he has very effectively meet all the challenges standing before him by providing a high quality work. Extremely proud worker, quick and thorough, I would work with Nicolas again anytime! » *November 13th, 2011*

 **Constantin Iosseliani**, Senior Lead Developer, Manwin

« Nicolas has a great capacity not only to solve problems and implement solutions, but also to thoroughly research though alternatives and form strong (sometimes polarized) opinions about technologies he touches. When thrown into new projects (even complex ones), he always found ways not only to complete them with relative ease, but also to optimize and sometimes even to improve the scope of functionality. » *November 3rd, 2011*

 **Naiem Shakra**, Software Engineer, Manwin


« An honest programmer. Nicolas is an extremely inspiring developer. Insightful, well educated, dedicated and smart team player. That's him – broad-minded, deadline oriented and result driven perfectionist. Very strong work ethic. Impressive skill-set. It's an authentic pleasure working with him as he is an intelligent developer. » *3 novembre 2011*

 **Marc Bidoul**, Level Designer/Artist, Ubisoft

« Nicolas is an extremely technical and very passionate designer. He was never afraid of putting his hand in all the dirty things to get our game done in the best possible way. His feedback, criticism and his sense of a *job well done* helped us a lot. I can truly say that Nicolas also have great management skills. He has always been able to find the right way, to put realistic deadlines and listen to us without being afraid to stand up when necessary. » *April 7th, 2011*

 **Geoffroy Espinasse**, Level Designer/Artist, Arkane Studios

« Nicolas is someone you can trust if you aim to complete a project in a very efficient way. He is highly qualified, self organized, motivated and open minded. His skills made him a competent and natural leader whom you can share ideas without barriers and have an excellent teamwork experience. » *April 6th, 2011*

 **Fabien Touchard**, Web-marketing Project Lead, Alteo

« Working with Nicolas was very nice. I hardly ever had to say anything negative about his work as he has always been very thorough with each project he led. Moreover, he never hesitated to give advice if something seemed inconsistent or still improvable. Nicolas has a rich experience and some concrete skills. His versatility and experience make him a very valuable asset with whom you learn a lot. » *February 7th, 2011*