

 Nicolas Grevet
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Junior software architect
Specializes in web development

Career objective

It's been more than ten years since I first used a computer in order to create something. Since then, my own vision of this activity changed a lot, from a pastime to a full-time job. My own position also changed from being a developer to a junior software architect. Thanks to three years of apprenticeship and the awarding of two academic Masters, I've accumulated a great amount of interesting knowledge, both in project management and software development/architecture. My own projects allow me to add international PR and leadership to it. I'm now looking for an opportunity to realize my years of experience in an area that motivates me. Working in consulting, training or development of corporate frameworks is my short-term goal.

Training

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

Fluent in English, daily usage (reading, writing and speaking).

TOEIC score of 985/990 (General Professional Proficiency). Basics of Spanish (reading).

Experiences

Period	Position	Missions	Location
2009 2010	Game developer	Production of a complete <i>DLC</i> (downloadable content or add-on) for an American video game. The content consists of a new story that takes place on five new 3D universe. Role of leader/coordinator, level-designer, webmaster and PR manager.	International freelance project
2008 2010	Software architect	Creation of the company's extranet (ultra-modular long-term project) and supervision of subsequent developments. Development of an enterprise <i>MVC</i> framework (<i>Zend Framework</i> -style or <i>Symphony</i> -style) for future in-house developments.	Alteo Paris France
2007 2008	Game developer	Production of a free complete 3D video game, translated into 11 languages and lasting approximately 8 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.	International freelance project
2006 2008	Web developer	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.	Alteo Paris France
2006 2008	System administrator	Creation of an application to manage the company's *NIX server farm (real time monitoring). Help with maintenance and installation of the company's 60 *NIX servers (fedora, redhat, gentoo, ubuntu, debian).	Alteo Paris France

Period	Position	Missions	Location
Summer 2006	Web developer	Developed a dynamic and evolving e-commerce website for a french tour operator. Also responsible for quality assurance, project progress and tasks coordination.	6ème Sens Compiègne France
Spring 2006	Software developer	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 France
Early 2006	Software developer	Developed an application to manage tutored projects of the university of Amiens' IT department (France). Developed a light HTTP server in C designed to accommodate the aforementioned project.	UPJV Amiens France
Summer 2005	Developer and seller	Developed an e-commerce website for a car-part reseller. Also, seller of car-parts and webmaster of the aforementioned website.	A.P.B SARL Compiègne France

IT skills

PHP 5 (object) — J2SE — XHTML 1.x — CSS 2/3 — MySQL 3/4/5 — Advanced Javascript (procedural & object) — AJAX — Shell script (Unix) — SQLite — Perl — Basics of J2EE — Basics of .NET — C — C# — Data Mining — Data Warehousing — Image processing — etc.

Favorite everyday tools

Apache 1 & 2 — Subversion & Git — Eclipse & NetBeans — OpenOffice & Office Suites — Ulead Suite — Basics of Photoshop — Mozilla Tools — Fedora/Debian/Gentoo/Ubuntu — Windows 2000/XP/Vista/Seven — UltraEdit & NotePad++ — MySQL Workbench — Zend Framework — Mootools & jQuery — etc.

Project management & methods

Trac/Jira/Bugzilla — Agile software development — eXtreme Programming — Basics of Scrum — UML — Progress reports — Project documents (Scope, Technical Specifications, QA) — Risks & opportunities analysis — Design Patterns — Agent oriented programming — Microsoft Project & similar — etc.

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.



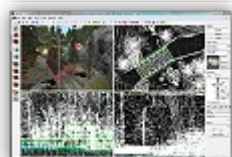
Web analytics tool

Realization of a complete web analytics 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 the *IPv4* and *IPv6* domains. Explanation of the protocols, evolutions and actors, description of the strengths and weaknesses of each, market analysis and present and future opportunities.



3D modeling

Multiple realizations of virtual 3D universes in the form of additional and free contents for existing video games. Several month to year long projects. Internationally recognized and acclaimed work. Partnerships with many french actors of the field.