

Personal information

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Summary:

I've been a passionate professional developer since 2005.

During this period I had the chance to work on a wide variety of projects; softwares, websites, applications, video games, ...

Those accumulated experiences gave me the know-how and the trust needed to be given more and more responsibilities.

I'm used to be the link between an idea and its final realization, carrying out the technical aspects of a project from A to Z while communicating with each member of the team (clients, designers, project manager, ...).

Skill set

Server side programming	PHP
Database	SQL
Client side programming	Javascript, JQuery
App development	Apache Cordova
Graphical tools	Adobe Photoshop, Illustrator, Flash
Other knowledges	Git, Unity 3D, Actionscript 3, Flex

Work experience


2010 – present

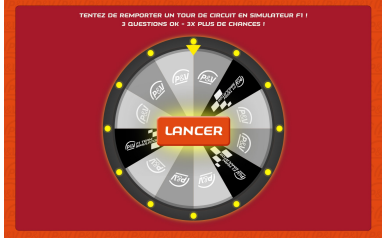
Freelance developer at E-telier


Development of numerous projects, mixing a wide range of responsibilities:


Developer	Full management of a project according to the client's needs, requests and budget.
Web master	Maintaining a service and updating of a project
Programmer	Translating a set of requests into concrete coding
Graphic integrator	Translating the static designers' ideas into interactive products

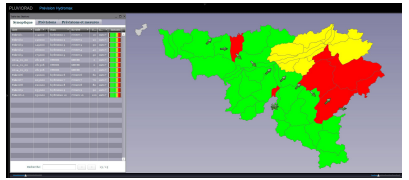
Main projects:


Delasia	2018 - present	
<p>Development of an online platform to create and manage the internal of a food company (orders, promotions, complains, requests, deliveries, ...).</p> <p>There are 3 secured access types : admins, salesmen and clients, each with their own abilities.</p> <p>This online system is then synchronized with their on location software (downward and upward).</p>		
<p>Technologies: PHP, MySQL, Javascript, JQuery, CSS3</p>		

P&V F1 Simulator	2017 - 2018	
<p>Android application developed for the Brussels car show of 2018.</p> <p>The purpose of this application was to regulate the queues for the simulator by playing a quiz and entering customer data.</p> <p>The data was then automatically synchronized with the server and accessible to the salespeople at the end of the line.</p>		
<p>Technologies: Cordova, Javascript, PHP, MySQL</p>		

VRto.me	2016 - present	
<p>Web application designed to allow VR professionals to create, update and manage their VR projects online.</p> <p>To manage the heavy computing the projects generation is asynchronous, each new project modification enters a queue that is processed 24/7 following the subscription type of the user.</p> <p>The e-commerce part is subscription based using the Fastspring service.</p>		
<p>Technologies: PHP, MySQL, Javascript, JQuery, HTML5, CSS3, KR pano</p>		

AMI Project	2015 - present	
<p>This is an accounting and invoicing web application allowing its users to fully manage their business online.</p> <p>It facilitates the workflow, from the first estimate to the final invoice, passing by the order form. All documents can be exported into PDF or CSV, they also can be printed or sent to the client using the included communication tools.</p> <p>The e-commerce allows the user to buy different access types, it uses the Mollie payment service.</p>		
<p>Technologies: PHP, MySQL, Javascript, JQuery, HTML5, CSS3, TCPDF</p>		

Siemens Pluviorad	2013 - 2017	
<p>I had to maintain and update an existing online application build with Flex.</p> <p>This weather application was used by the SPW (Public Service of Wallonia) to study and manage watercourses, rivers, dams, rains.</p> <p>Mainly it was the visual representation of the data collected, but it could do many more.</p>		
<p>Technologies: Flex, Actionscript 3, Java</p>		

JTI Slideshow	2011 - 2012	
<p>Software developed to be displayed on TVs at the different company locations.</p> <p>It presented information and data to the employee.</p> <p>Each iteration of the software had to be synchronized with the data that was stored and managed within a centralized server.</p>		
<p>Technologies: PHP, MySQL, Adobe Director, Lingo</p>		

2006 – 2009

Lead programmer at Belle Productions

Employed within the Belle Productions video game company as a lead programmer and technical supervisor on numerous projects.

I was in charge of:

- building and maintaining the game engines
- lead the team of programmers
- counseling the game designer
- driving the graphic designers on technical issues
- helping the integrators and level designers

Main projects:

Les Secrets d'Ombyliss Video game	Video game	2008-2009
Belgacom Kid City : La Boite à idées	Software	2008
Trolls de Troy : La Citée de la Mort Rose	Video game	2007-2008
Intervilles	Video game	2007
Franklin et le trésor du Lac	Video game	2006

2005 - 2006

Programmer at Atelier de la page

I was hired to develop an **e-commerce plateforme** for local markets and producers.

The core concept was to create 3 types of access and content, each with their own capabilities:

- Admin: to manage the website and the sales
- Client: to buy products
- Producer: to present and sell their products

Education

2002 – 2005

Multimedia Graduate at Institut des Arts de Diffusion

Acquired skills:

- Programming (PHP, Actionscript, Lingo, ...)
- 2D design (Adobe Phoptoshop, Illustrator, ...)
- 3D design (3DSMax)
- Video editing (Adobe Premiere)
- Sound editing

This wide range of skills has been a strong asset in communicating with the different members that make up a development team.

As an end-of-study project I developed a video game, working and supervising 4 designers.

Languages

Mother tongue: French

Foreign language	Reading	Writting	Listening	Speaking
English	4/5	4/5	4/5	3/5
Dutch	2/5	2/5	1/5	1/5