

Gautier EDEL

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CORE SKILLS

FRONT-END





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React.is Next.js

JavaScript jQuery









Tailwind Framer **CSS** Motion

Bootstrap

BACK-END









Symfony Laravel

PHP

Doctrine







Express.js MySQL Node.js

MISCELLANEOUS





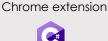


Git

Scrum



Android



ENGLISH - FLUENT

TOEIC - 895 pts. - B2 level - Nov. 2020

FULL STACK DEVELOPER

PROFESSIONAL EXPERIENCE AND ACHIEVEMENTS



Full Stack Developer

C-Koya Tech Strasbourg, France

Apprenticeship Sept. 2021 – Sept. 2022 / Internship - April to June 2021

Developed ERP systems as web and mobile applications mainly using:

Symfony – React.js – React Native – MySQL – jQuery – JavaScript

- Mobile application for managing pallet entries, exits, and withdrawals in a warehouse using QR code scanning
- Internal application to track time spent per project
- Machine usage planner for a workshop
- Leave management planner
- Event management calendar
- Developed an automated SQL query creation module based on user requests, allowing non-technical employees to create listings



Sneaker Reselling - Entrepreneurship

Since Jan. 2021

- Resold limited edition sneakers: sold over 800 pairs in 2022
- Established a business: operated as a sole proprietorship for one year, then converted to a single-person simplified joint stock company
- Developed various IT tools: stock monitor, automation of PayPal and purchasing processes on specific websites

FORMATION



IUT Robert Schuman - Illkirch-Graffenstaden, France

Professional Bachelor's Degree in Design and Development of Distributed Applications 2021-2022

React – React Native – Symfony – Node.js – Project Management (Scrum)

 Six-month group project: created the "ideal travel companion" application

Planning and retrospectives for trips on a web app, with monitoring of trip progress through the mobile application

DUT in Computer Science 2019-2021

POO - Java - C# - Javascript - PHP - Laravel - SQL

Four-month group project on serious gaming: developed a game that explains the concepts that make a game interesting (flow, self-efficacy, etc.), with the objective of keeping it fun to play.

Unity - C# - Project Management (Scrum)

Lycée Freppel 2016-2019

High School Diploma in Science - Engineering Sciences Specialty