FULL STACK DEVELOPER

Gautier EDEL

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Find detailed information about my projects on my portfolio

CORE SKILLS

FRONT-END

React.js | Next.js | jQuery | JavaScript

Tailwind CSS | Framer Motion | Bootstrap | CSS

BACK-END

Symfony | Laravel | PHP | Doctrine

Node.js | Express.js | MySQL

MISCELLANEOUS

Git | Scrum | Chrome extension

Java | Android | C#

ENGLISH - FLUENT

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

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