LOUIS DECAUDAVEINE

JUNIOR WEB DEVELOPER

Mobile: +44 7708147482 Email: louisdecau@gmail.com
GitHub:github.com/LouisDecaudaveine Website:louis-decaudaveine.com

A Junior Web Developer, having recently graduated with a Computer Science BSc with a deep passion for exploring new web development technologies. Currently developing freelance and personal web projects and searching for a Front-End or Full Stack Junior role.

TECHNICAL SKILLS

Git, Java, C#, HTML, SQL, CSS, JavaScript, TypeScript, React.js, Node.js , French (native), English (native)

EDUCATION

2020 - 2023   **University of Bristol Department of Computer Science,**   **United Kingdom**
Graduated the Computer Science BSc program with an Upper Second-Class Honours
Core modules: Software Engineering Project, Computer Systems, Algorithms, Computer Graphics

2017 - 2020   **Lycée International de Londres Winston Churchill,**   **United Kingdom**
French Baccalaureat, Scientific Stream, achieved "Mention Très Bien" (17.2/20) across 10 subjects
Focusing on Maths (18/20), Further Maths (18/20) and Physics (17/20)
Completed a research-based report EPQ (A*) and English Language IGCSE (8/9)

WEB DEVELOPMENT EXPERIENCE

Freelance Web-Development
- Programmed dynamic React.js websites with Firebase as a serverless backend
- Design custom mock-ups of websites for clients and develop the discussed specifications
- Host and maintain websites using a custom streamlined Git Actions deployment pipeline

Trading Hub Front-End Web Developer Intern
- Programmed internal front-end library components using the .NET Razor framework in C#
- Integrated my code, using Git, into a large-scale codebase that was served to clients
- Participated in standup meetings and code reviews within the team I worked for

Visual Programming Language
- Developed a visual programming language tailored for Graphic Design that is transpiled into JavaScript
- The program was developed as a web-application, using HTML, CSS, JavaScript and React.js

Music Streaming Web-App
- Built a website for cataloguing music meta-data, using Next.js and PostgreSQL
- Developing music streaming and uploading functionalities using Blob Storage, Node.js and Electron

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FURTHER WORK EXPERIENCE

3D Graphics Engine
- Using C++ and SDL2 I built a 3D Graphics engine from scratch capable of reading object files and displaying them in a photorealistic environment equipped with raster graphics, using recursive raytracing to produce different lighting effects, bump mapping, Phong shading and many more rendering techniques.

Distributed and Concurrent Systems
- Designed and developed two optimized implementations of Conway's Game of Life using Golang.
- Used AWS EC2 machines to build a distributed version of the program.
- Utilised Go Routines for multithreading to produce a concurrent implementation.

Laser Cutter Recycling
- Collaborated with a team of four to develop a system for recycling used laser cutter material sheets.
- Programmed in Java, focusing on UI development, integrating and refactoring code from all team members to ensure a cohesive and functional program.

Creative Coding for Live Music Events
- Programmed audio responsive visuals using Java for a local radio station and live music events.

HOBBIES AND INTERESTS
- Passionate about dance music: cataloguing, DJing, and producing music.
- Surfing and skating around the UK and abroad, seeking out new waves and skate spots.
- Creative coding: developing audio-reactive visuals using various graphic libraries and programming languages.