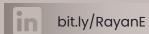
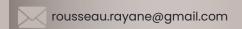


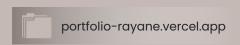
Rousseau Rayane

Second-year Computer Science Student Seeking an Apprenticeship









Education

2023 - Présent

BUT Informatique - IUT of Lens

2020 - 2023

STI2D High School Diploma -EPID Private High School, Dunkirk

Skills

Programming Languages:

 Python, Java, C#, Lua, SQL, JavaScript, TypeScript

Application Development:

 Object-Oriented Design, Algorithms, Gradle, Ionic, Angular, Debugging

Web Development:

 HTML, CSS, JavaScript, React.js, TypeScript, PHP, Laravel, Svelte, Flask

Game Development:

 Unity, Roblox Studio, Lua scripting

Databases:

Modeling, SQL, PostgreSQL

Systems & Networking:

 Unix/Linux, TCP/IP, Network Security

Project Management:

 Agile methodologies, Team collaboration, Communication, Time management, Git

Languages: Bilingual





Profile

Second-year student in a **Bachelor's in Computer Science** program, passionate about development and artificial intelligence. Currently seeking a **10-12 month apprenticeship** starting in **summer 2025.**

Projects (Academic and Personal)

Application Development

- Designed applications using Gradle with the implementation of algorithms such as Dijkstra.
- Developing a dating application using Ionic (personal project).
- Developed and utilized APIs for a Flask-based application.

<u>Software Development</u>

- Created a medical record management software in Java (object-oriented), using Gradle.
- Developed various Java projects: 2048 game, Price is Right, Currency Converter, etc.

Game Development

- Self-taught in Unity through Unity Learn.
- Created a map and plugins in Lua for Roblox, including a recreation of a location from One Piece (personal project).

Web Development

- Built a website with a custom graphic design (HTML, CSS).
- Contributed to a web application using JavaScript, TypeScript, HTML, CSS, and Ionic (personal project).

Databases

• Designed a database in PostgreSQL for statistical analysis, with a focus on data quality and security.

<u>Artificial Intelligence</u>

• Self-taught in AI through IBM SkillsBuild and various online platforms.

Interests

Gaming: Passion for strategy games.

<u>Competitive Programming:</u> Training for coding contests (SWERC, Codeforces...).

<u>Artificial Intelligence:</u> Following advancements in AI and continuous self-learning.

<u>Sports:</u> Weightlifting, swimming.