Allan Barrielle

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EDUCATION

42 PROGRAMMING SCHOOL - PARIS   08/2016–PRESENT
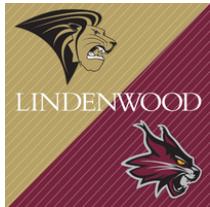
— C (C99 standard), Bash script, Python3
— Unix development, GDB
— C++ x1+ STL
— Node.js, Javascript ES6+, TypeScript, React/Redux
— Experienced with ASM x86 (NASM)
— Implementations of a min-max algorithm

BS IN COMPUTER SCIENCE - LINDENWOOD UNIVERSITY - ST LOUIS USA   08/2014–06/2016

— Calculus : limits, continuity, differentiation and integration
— Biology : evolution, cellular biology, genetics, and ecology
— Computer Science : input/output statements, file I/O, assignment operations, conditional statements, iterative statements, functions, and array processing
— Physics : kinematics, vectors, Newton's laws, and conservation laws for energy, linear momentum, and angular momentum, gravitation, fluids, simple harmonic oscillations, waves, and thermodynamics

WORK EXPERIENCE

JEUXVIDEO.COM - WEBEDIA - PARIS   08/2014–06/2016

— Full stack Javascript development (PostgreSQL, ES6+, Node.js, React) to support the entire website (70millions visits/month)
— Succesfully helped transfering the website's stack from PHP to Javascript
— Optimization of the database structure and queries with indexes, denormalization, advanced materialized view
— Sprint/features/AGILE development workflow
— Using Git in a Team environment

SKILLS

Programming Very experienced in C, Javascript

Code quality Healthy habits regarding coding conventions (norm, lint), documentation and testing

Team working Well-versed in AGILE principles and experienced in pair/mob programming

Security Good knowledge in reverse engineering (elf) and Modern Binary Exploitation, gdb w/ PEDA

Languages Fluent in English and French