LOUIS DECAUDAVEINE

Software Developer

📞 +44 7708147482   ✉ louisdecau@gmail.com   ⬛ github.com/LouisDecaudaveine   🌐 louis-decaudaveine.com

Dual British and French citizen, seeking opportunities in front-end, back-end, or full-stack development.

Education

University of Bristol   **2020 – 2023**
BSc in Computer Science, Upper Second-Class Honours   *Bristol, United Kingdom*
- Core modules: Software Engineering Project, Computer Systems, Algorithms, Computer Graphics
- Focused on practical application of programming principles and system design

Lycée International de Londres Winston Churchill   **2017 – 2020**
French Baccalaureat, Scientific Stream, "Mention Très Bien" (17.2/20)   *London, United Kingdom*

Technical Skills

Languages: JavaScript, Python, Java, C#, HTML, CSS, TypeScript
Frameworks & Tools: React, Next.js, Node.js, Tailwind CSS, Git, Storybook
Languages: English (Native), French (Native)

Experience

HSAT   **2024 – Current**
Software Developer   *United Kingdom*
- Migrated a WordPress site to a high-performance Next.js web application using AWS & Docker, improving speed and user experience
- Developed interactive data visualizations for agricultural insights using React.js and TypeScript
- Created a scalable UI component library with React.js, TypeScript, Tailwind CSS, and Storybook within a Turbo monorepo
- Building web-application suite for multinational agricultural management companies with Next.js and modern frontend frameworks

Self-Employed   **2023 – 2024**
Freelance Web Developer   *United Kingdom*
- Programmed dynamic React.js websites with Firebase as a serverless backend
- Designed custom mock-ups and implemented client specifications with responsive design principles
- Maintained websites using a custom streamlined Git Actions deployment pipeline

Trading Hub   **2021**
Front-End Web Developer Intern   *United Kingdom*
- Programmed front-end library components using the .NET Razor framework in C#
- Integrated code into a large-scale codebase using Git version control
- Participated in agile development processes including standups and code reviews

Projects

Visual Programming Language   **2023**
HTML, CSS, JavaScript, React.js   *Project*
- Developed a visual programming language for Graphic Design that transpiles into JavaScript
- Built as a web-application using React.js to provide an intuitive interface for designers

3D Graphics Engine   **2023**
C++, SDL2   *Project*
- Built a 3D Graphics engine from scratch supporting object files and photorealistic rendering
- Implemented raytracing, bump mapping, and Phong shading for realistic visual output

Distributed and Concurrent Systems   **2022**
Golang, AWS EC2   *Project*
- Designed optimized implementations of Conway's Game of Life using Golang
- Used AWS EC2 for distributed computing and Go Routines for concurrent processing

Hobbies and Interests

Dance music enthusiast (cataloguing, DJing, producing), avid surfer and skater, and creator of audio-reactive visuals through creative coding.