VANNIER Nicolas

Full-stack developer

VANNIER Nicolas
Str Colinei 26
400520 Cluj-Napoca, Cluj
Romania
31 years old

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Skills

HTML / CSS - **JavaScript** / **React** / React Native - **NodeJS** - Flutter
PHP / MySQL / NoSQL -
Unity3D / C# - Flash / ActionScript 3 / AIR -
Systems administration (Linux) - Docker -
Photoshop / Illustrator / InDesign

Languages :
English (complete professional capacity),
French (native),
Romanian (complete professional capacity),
Spanish (basics)

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Experience

Senior frontend developer/Syneto
JUNE 2021 TO TODAY, CLUJ-NAPOCA (ROMANIA)

Maintenance and development of Syneto's core product's frontend, SynetoOS (HTML, CSS, JS, etc.). Development of in-house framework in JavaScript using Web Components.

Full-stack software developer/Persistant Studios
OCTOBER 2014 TO MAY 2021, PARIS (FRANCE) / CLUJ-NAPOCA (ROMANIA)

As a full-stack web developer, I built and led the web development team, on multiple projects, from simple React SPAs to complex websites.

With various technologies, from React/Node full-JS projects, to Wordpress or Laravel PHP websites or APIs, all the way to desktop apps with Electron, or mobile apps using React Native.

I also created mobile (iOS/Android) and desktop applications and serious games, with Unity3D.

Junior developer/game designer/Pinpin Team
APRIL 2013 TO OCTOBER 2014, PARIS (75), FRANCE

Maintenance (fullstack) of an online multiplayer games platform (playpop.com)
Design and development of RESTful APIs, in collaboration with developers abroad.
Game concepts, game design and programming for multiple educational video games in AS3 (Adobe AIR), for web and mobile (iOS, Android).

PHP developer/Pinpin Team

OCTOBER 2012 TO APRIL 2013, PARIS (75), FRANCE

I maintained and enhanced an online multiplayer games platform (playpop.com), using Zend Framework, working both front and back end. I also took care of systems administration of Linux servers.

Web developer/Plyce

APRIL 2012 TO JUNE 2012, PARIS (75), FRANCE

As an intern, I developed a back-office for an online shopping application using Symfony 2. Managed NoSQL databases and data parsing and integration to the system in PHP.

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Education

Mastère Game Design & Programming/ISART Digital

OCTOBER 2012 TO JULY 2014, PARIS (75), FRANCE

Master's equivalent Degree in game design and game programming, specialising in web/mobile games, and Unity3D. Obtained with honours.

DUT Métiers du Multimédia et de l'Internet/IUT de Blois

OCTOBER 2010 TO JULY 2012, BLOIS (41), FRANCE

A 2-year technical Degree in Information Technology and Communication. Obtained with highest honours. Valedictorian.

Core subjects: web design, programming, communication.

Baccalauréat Scientifique - Sciences de l'Ingénieur/Lycée Durzy

SEPTEMBER 2007 TO JULY 2010, VILLEMANDEUR (45), FRANCE

A-levels equivalent (high school), specialising in sciences and IT. Obtained with highest honours.

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Interests

Reading, Music (Playing the guitar), Video games, Baking.