



## Clément KUTA

<https://www.clementkuta.com>

Sonmansstraat  
3039DR ROTTERDAM  
+31 6 42682463  
contact@clementkuta.com  
Born: 11-09-1991

### SKILLS

#### WEB DESIGN FRONT-END



HTML5	7 years
CSS3	7 years
JavaScript	7 years
JQuery	7 years
Bootstrap	7 years
Material Design	4 years
AngularJS	2 years
WebRTC	1 year

#### WEB DESIGN BACK-END



PHP	7 years
• Zend	4 years
• Magento	2 years
• Symphony	2 years
• Laravel	2 years
• PHPUnit	4 years
• Composer	6 years
NodeJS	4 years
Python	3 years

# Master of Science and Engineering (MSE) in Computer Science

### PROFILE

As a French Software Engineer, I worked for more than 7 years in Web Development with Front-End and Back-End technologies.

My former employers describe me as a person who delivers high quality projects and who works well in team. I am hard-working, helpful and conscientious.

Curious, I use my spare time to discover new technologies and participate to IT events such as Startup Weekends or technical conferences.

Furthermore, I achieved to create a broad range of professional and personal projects in Video Game Development, Web Design, Mobile Application and Dedicated Software.

I plan to build an international career and my wish is to work in the field of Software Development in the Rotterdam area in the Netherlands.

### WORK EXPERIENCE

#### 2017-2018 **Technical Lead & Manager**

At Dynacommerce

 Sittard, the Netherlands

Dynacommerce is an international company providing end-to-end omnichannel solutions for mobile and fixed telco, cable, media and utility companies.

As a Technical Lead, I led and oversaw technical projects and teams working with agile processes, across an entire Business Line. Provided technical guidance and support, discussed requirements and functionalities with the products owners, and have been strongly involved with the technical architectures and operational choices.

As a Manager, I estimated and planned resources allocated to projects, was the line manager of multiple developers and was included in the recruitment process (technical evaluation, applications reviewing, and interviews).

#### 2016-2017 **Lead Developer & Web Development Engineer**

At Dynacommerce via We4people BV

 Sittard, the Netherlands

Hired by We4people BV, I worked on a mission in-house at Dynacommerce for 7 months.

As a Lead Developer, I lead an agile team working with Kanban methodology. Improving our working processes while working closely with WebOps CI/CD principles in order to deliver high quality projects.

As a Web Development Engineer, I first helped consolidate our main product, providing new feature meeting our customers' needs. Furthermore, I helped design a state-of-the-art mass market Front-End, and I wrote the specifications and implemented an API layer used by this interface to communicate with the Back-End logic.

## VIDEO GAME DEVELOPMENT



Unreal Engine	3 years
Unity Engine	2 years
Construct 2	1 year
Phaser	1 year
WebGL	1 year
3DS Max	1 year
Blender	1 year

## DEDICATED APPLICATIONS



C / C++	4 years
Java	4 years
C#	3 years
Android	1 year

## DEVOPS



Gitlab CI	2 years
Jenkins	2 years
Grafana	2 years
Kibana	1 year

## TOOLS



GIT	7 years
SVN	6 years
Netbeans	5 years
Eclipse	4 years
Sonar	3 years
Selenium	2 years

## LANGUAGES

- English: Fluent C1
- French: Native
- Dutch: A2 & learning B1

## INTERESTS

- Websites & Video Games
- Creation Process
- New Technologies
- Science
- Travelling
- Playing Guitar
- Practicing Karate

### 2011-2015 **Web Development Engineer**

At 3D Ouest

Lannion, France

3D Ouest is a company of 15 people that creates custom and dedicated web applications for local governments.

As part of the main development team, I analyzed the need of local governments and create custom web applications that meet their requirements.

As part of the Research & Development team, I studied the relevance of new tools and web technologies.

Finally, I was in charge of finding and conceiving new ways to improve the efficiency of the internal developments. To fulfill that goal, I created an internal library that can unify and generate interfaces for new software.

### 2012-2017 **Software Engineer (volunteer)**

At Vieilles Charrues

Carhaix, France

Vieilles Charrues is the largest music festival in France.

I was contacted in 2012 by the festival to create a custom application that manages lost and found property during the largest music festival in France. Every year since, I improve the software to fit the new needs of the festival.

## EDUCATION

### 2011-2015 **Master of Science and Engineering (MSE) in Computer Science**

At ENSSAT

Lannion, France

ENSSAT is an Engineering School ('Grande Ecole') associate with the Institute Mines-Télécom. Recognized as a Master of Science and Engineering, the 'Diplôme d'Ingénieur' is an advanced, prestigious and very selective academic degree of higher education. Protected by the French law and submitted to strict government supervision, it is more valued by companies than a university master's degree in terms of career opportunities and responsibilities.

I have achieved this master's degree through an apprenticeship program at 3D Ouest. This has allowed me to acquire four years of experience in the Web Development field.

**Major:** Computer Science, Multimedia & Network Systems

### 2014-2015 **Erasmus exchange program - Master's level**

At Roskilde University

Roskilde, Denmark

In the second year of my master I was part of the Erasmus program. I went on exchange for one semester to Roskilde University in Denmark. I have studied broad field such as Design, Usability, User Experience, Robot technology and Software Conception.

As a member of group of 3 students, we have worked on a master project for five months in order to show the capabilities of procedural generation in computer science. Using Perlin Noise, we achieved to generate landscapes, textures, animals or even IA behaviors and create a procedural and infinite game world.

**Major:** Computer Science, Procedural Generation, Design & Usability