

Aaron RANDRETH

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Portfolio aaron-randreth.com

Education

Bachelor in Computer Science

2021–2024

I.U.T Paris Descartes, University Of Paris Cité

- Re-wrote several classic games (snakes, minesweeper, hex) in OOP languages such as Java and C++ in teams of 3 to 6, following a Test Driven and Agile SCRUM development strategy.
- Applied Design Patterns to refactor various software and games, allowing us to extend them with new functionalities among which were alternative game modes for our games.
- Analyzed client needs and refined their demands so as to allow them to be used as a foundation for a SCRUM Backlog.
- Worked on the conception, optimization, and deployment of live databases in SQL.
- Wrote implementations of mathematical algorithms like Dijkstra and Bellman's shortest graph path finder in Java, and Python.

Technical skills

DEVELOPMENT (INTERMEDIARY)

JAVA, C/C++, PYTHON

WEB AUTRES

HTML/CSS/JS, HUGO, TAILWIND
GIT, TRELLO, ARCHLINUX, MARKDOWN, VIM

Languages

French native proficiency

Malagasy maternal language

English upper intermediate proficiency

Cambridge B2 |

Italian elementary proficiency

Personal experiences

Trans-Alpes

2019–2020

Lycée Félix Faure, Beauvais — Liceo Linguistico G.Ancina, Fossano

A 2 months long cultural exchange program with a month spent studying in an Italian High school

Historical memory work

2019–2020

Beauvais

Participated in plays, and read speeches for a few Remembrance days

Hobbies

Audiovisual production

Blender (3D Modelling and Animation), Kdenlive (Video Editing), Helio (Musical Production)

Sports

Volley Ball, Running, Hiking