

CONTACT

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EDUCATION

1999 - DeMot Couvreur Institute
Bachelor in Applied Electronics
and Information Technology

SKILLS

- Software programming
- Database maintenance
- Business analyses
- Process improvement
- Project management
- Problem solving
- Infrastructure management
- Systems & PCB design

CERTIFIED

vSphere 6.0

PHILIPPE FLORENT

Computer Scientist

As a Computer Scientist with more than 30 years of experience, I developed desktop, web, embedded and electronic applications.

I reinforced a wide range of software, hardware, and technical skills, allowing me to be flexible and capable of reaching a given target.

I also learned to interact with different teams and stake-holders, and I feel it is time for me to develop my managerial skills too.

EXPERIENCE

Web developer / Architect / Team tech-support

Edenred - Auderghem [May 2015- Feb 2022]

- Web applications developpement
Development and maintenance of marketing and business applications.
I managed to toughen my PHP/Mysql knowledge's to fulfill stakeholders request an requirements for the main Edenred web site and other projects (Accentiv catalogs, Leads2Win web site, and other smaller projects)
- Database administration linked to Marketing app's
Creations, migrations and maintenances of Mysql databases with daily usage of phpMyadmin, Mysql workbench and Talend.
- Cloud architecture
As a vSphere certified engineer, I was asked to build an Apache/MySQL architecture on a VmWare cloud on OVH datacenters. With two firewalls, a VPN, a backup server, an orchestrator (Salt/Python) I build 2 main front ends. One deserving PHP/Mysql pages under Apache. The other one hosting static content and deserved through LightHttpd.
- Local web team support
As a lifelong IT specialist, my role was to coach my colleagues in need of versioning/GIT knowledge and other IT related questions.
- Angular, .NET, PHP, Python, C/C++, Java

Personal projects

Home [Jul 2011 - Apr 2015]

- Embedded development boards
- Android Programming (Games, Apps, Arduino interface)
- Electronic Boards (PCB) design and etching
- Porting/Debugging of A.I. code
- Java, C/C++, Python, Bash

Web Master

European Parliament [Jun 2011]

- Web page maintenance and integration
- Code cleaning and integration
- Applying CSS and rules from graphists team
- Integration of all EU languages
- Html, CSS

Consultant

My Services [Apr 2005 - May 2011]

- Field support
- Web/Android development, maintenance of servers
- Virtual and Physical Architecture Maintenance
- Programming/Scripting
- Php, C++, Java, Python, Bash...

Support Engineer

EOS [Jan 2002- Mar 2004]

- Mainframes Monitoring

Technician

AVTC [Jan 2000 - Dec 2002]

- Fixing HIFI and Video devices

LANGUAGES

- French 
- English 
- Dutch 

HOBBIES

- Music production, electronics, cooking, walks/bike and video game programming...

Personal Projects

This is a non exhaustive list of personal projects I have been working on.

- [2005] Python/C++
Programming a system allowing to identifying a set of noisy images. Matrix based calculations done in C++ as a DLL linked to the Python/WXWidgets program.
- [2006] Opendgl/C++
3D game engine development. With an OpenGL like interface while using C++ classes in background.
- [2007] OpenCV/C++
Usage/Evaluation/Learning of computer vision with OpenCV library (C++/Qt).
- [2008] Java/OpenGL/Python
3D Game engine developpment (Java). A Python script allowed to import rigged characters from Blender.
- [2010] Java/C++
Conversion of an inference engine from Java to C++, aimed to run on an Odroid/Raspberry PI platforms.
- [2011] C++
Writing of a robot core system based on Odroid platform (Java) and a hardware board based on Arduino ATMEGA ADK (C++).
- [2015] C++
Building a logic analyser with an Arduino micro (C++).
- [2016] Asm/C
Writing of a bare-metal OS (Assembler/C) on a Raspberry PI zero interfaced with I2S sound breakout boards.
- [2017] C++
Building of a guitar midi controller based on a OLED and Arduino Micro (C++).
- [2018] C/C++
Programming of a plug-in (C/C++) allowing PureData to communicate with an Arduino Pro Micro and an MCP3008 (adc chip) to read rotary encoders and potentiometers values.
- [2019] C++/.NET
Writing of an audio DSP code on a Teensy 3.6 & Teensy 4.1 (C++) and a .NET application displaying audio buffers data in a user friendly way for debugging purposes.
- [2019-2022] Unreal 4/C++
Design and implementation of a video game demo based on original ideas and concepts.

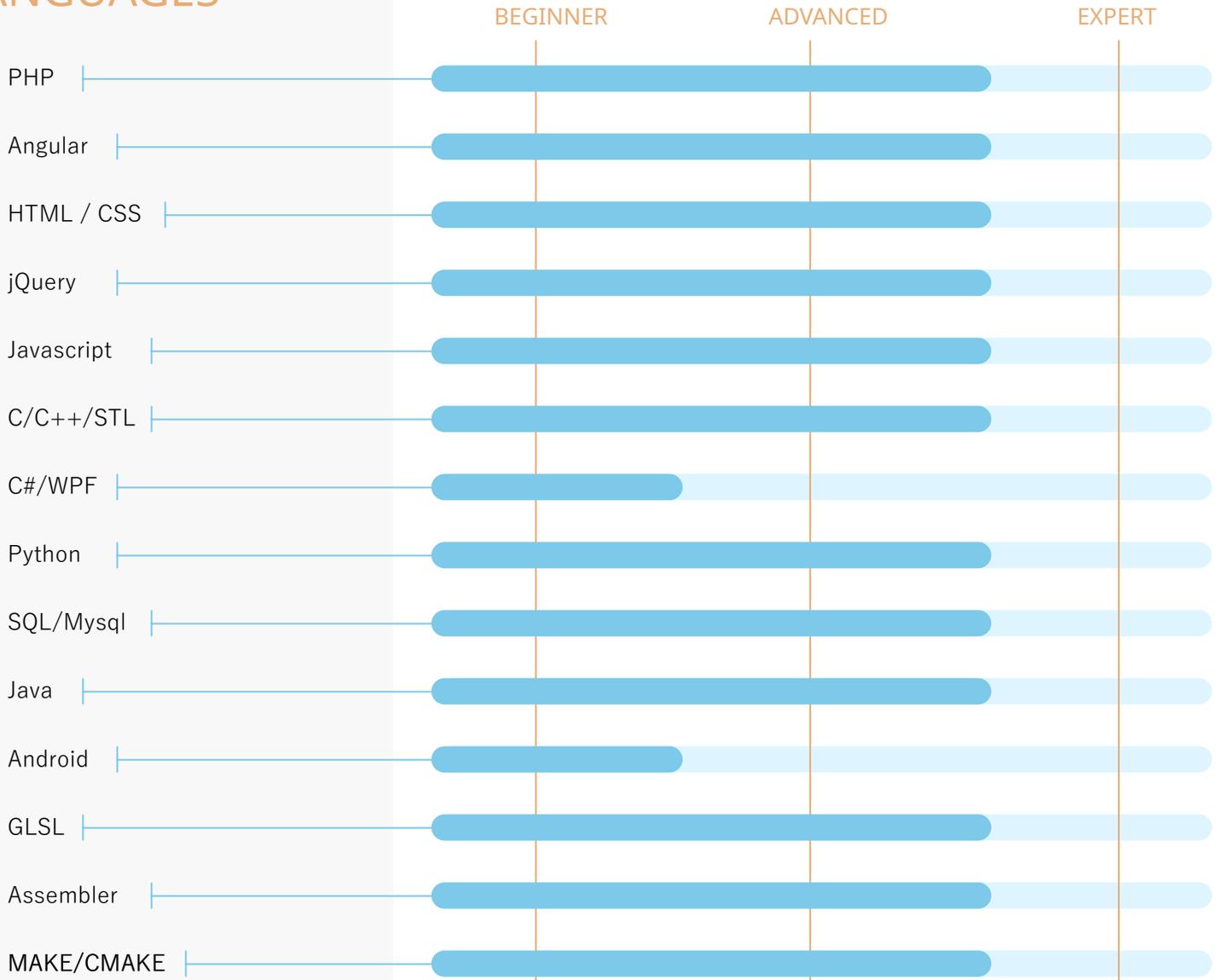
As a bachelor in applied electronics, I build my own arduino-like boards with AtTiny24, Atmega32u4 and Atmega328p.

Currently used system langages: C/C++/Python (bash .sh scripts on linux and .bat scripts on windows).

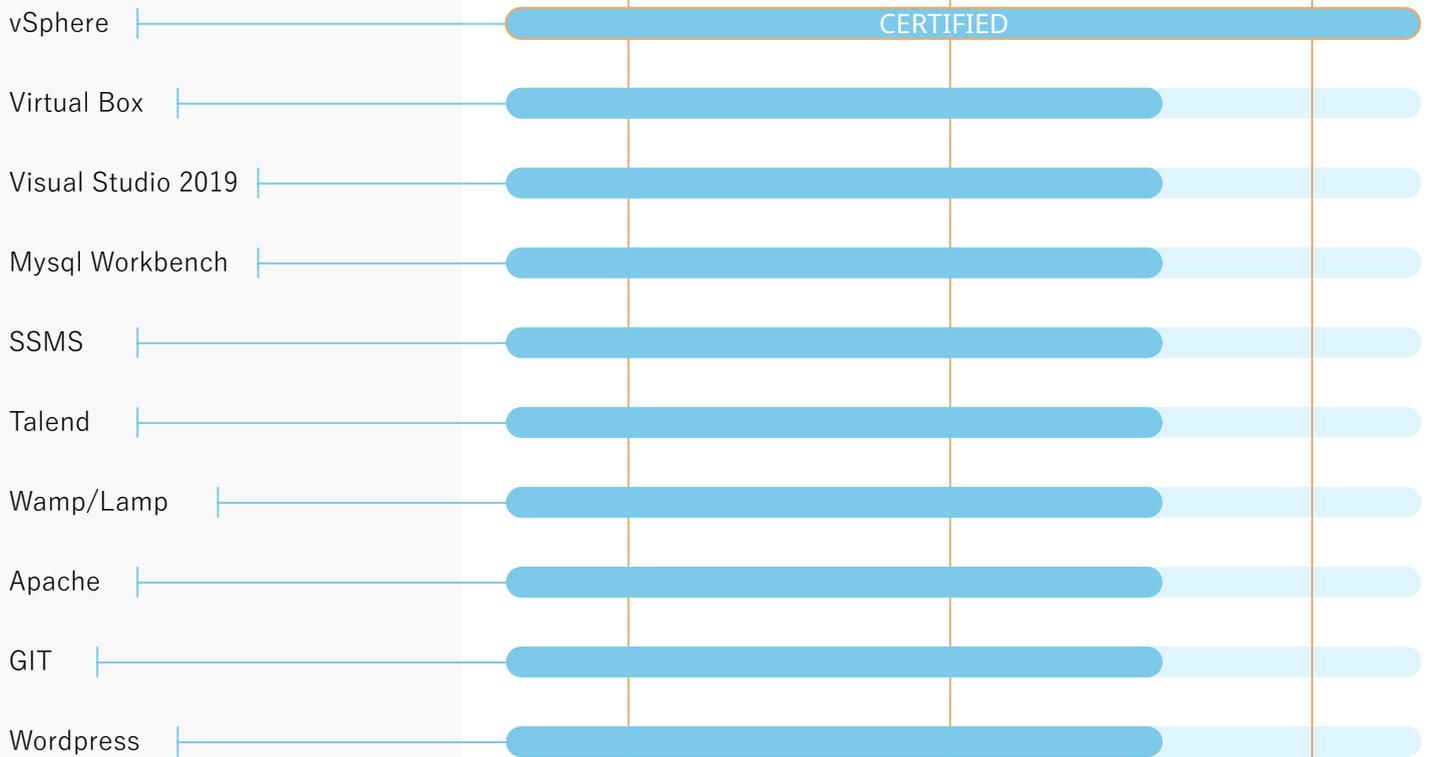
I am actually writing a blog to showcase my work.

I'll do my best to include examples of my every day work, as well as old projects.

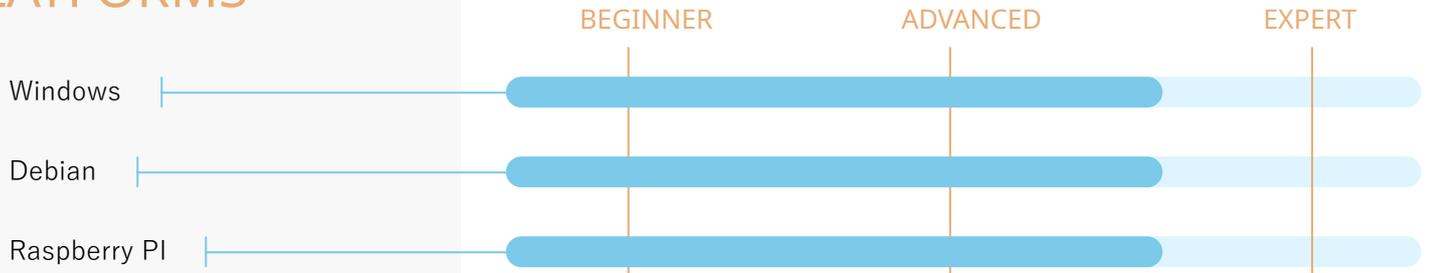
LANGUAGES



SOFTWARES



PLATFORMS



GRAPHISMS



API'S

