



Thomas Raffray

13 octobre 1995

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<https://www.github.com/Fluf22>

Work experience

- # Full-stack developer - [Jenji](#) - Rennes, France from jan. 2021
 - Transitionning front-end to Vue.js (Vue 2 + Composition API + mobx as state manager + Vuetify as UI framework)
 - Crafting new user-friendly expense management features
- # Full-stack developer - [AssistEU](#) - Besançon, France oct. 2020 - dec. 2020
 - R&D for a custom search engine in a complex database (Apache Solr)
- # Online developer - [Ubisoft](#) - Montreuil, France mar. 2018 - oct. 2020
 - iOS/Android game server functionalities in python and GUI development in C# with Unity
 - presentation of a project for a centralised tool for the management of Ubisoft Paris Mobile game data, based on the previous one, with a modern technical stack
 - development of the project in microservices architecture with AWS (CloudFormation, API Gateway, Lambdas, CloudFront, Route53, CloudWatch)
 - data architecture design in JSON
 - AWS Lambdas functions in Node.JS
 - front-end in React, with Redux and Material-UI
 - Team manager for a two developers team
- # Web/tool developer - Intern - [Ubisoft](#) - Montreuil, France sep. 2017 - mar. 2018
 - development of tools for the management of mobile game data after production (Play Framework / Java / JS / Python)
- # R&D engineer assistant - Part Time - [55 the data company](#) - Paris, France jan. 2017 - aug. 2017
 - development of a tool to visualize and edit data (Angular 2 / D3.js)
- # Full-stack developer - Intern - [Veija SAS](#) - Saint Germain-en-Laye, France jun. 2016 - dec. 2016
 - Initiation to Machine Learning / getting started with TensorFlow
 - Development of deep neural networks
 - Development of a REST API for a client (AngularJS / Slim Framework)
 - Development of the company website (Bootstrap / JS)
- # Hackathon Cetelem - [42](#) - Paris, France dec. 2014
 - Won the first prize with a tool that fill forms automatically, based on input documents of variable nature (bank transfer orders, payslips, invoices, ...) (Symfony 2 / PHP)
- # C# developer - [Veija SAS](#) - Saint Germain-en-Laye, France sep. 2014 - nov. 2014
 - Initiation to C#
 - Designing a Windows software, from development to UI, according to a precise specifications

Education

- # School 42 november 2013
 - "Rather than a series of languages and specific technologies, 42's program follows a logical sequence of 17 long-lasting skills. These skills also have the same fundamental element: personal adaptability, learning, coping and solving new challenges that they will inevitably face regularly." – <https://www.42.us.org/>

Interests

- # Writing
 - July 2016: published a collection of short stories, "Cinabre", for an Amazon contest ("Les Plumes Francophones")
 - Sept 2016: won the selection contest of the "Festival du Livre de Rouen" with another short story, "Cycle". The prize for this award is the publication of the story by the organizer of the contest
- # Sport
 - Amateur rugby: high-school team captain
- # Community life
 - Organizing events with rugby team
 - Mentoring youngs during summer hikes

References

François Bodson

Ubisoft - Studio Manager

<https://www.linkedin.com/in/fran%C3%A7ois-bodson-21286a1/>

Simon Diguët

Ubisoft - Live Ops Manager

<https://www.linkedin.com/in/simon-diguët-608b653b/>

Yan Levesque

Ubisoft - Online Technical Director

<https://www.linkedin.com/in/yan-levesque-9934874/>