# PHILIPPE FLORENT

## Computer Scientist

## 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

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] Opengl/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++**

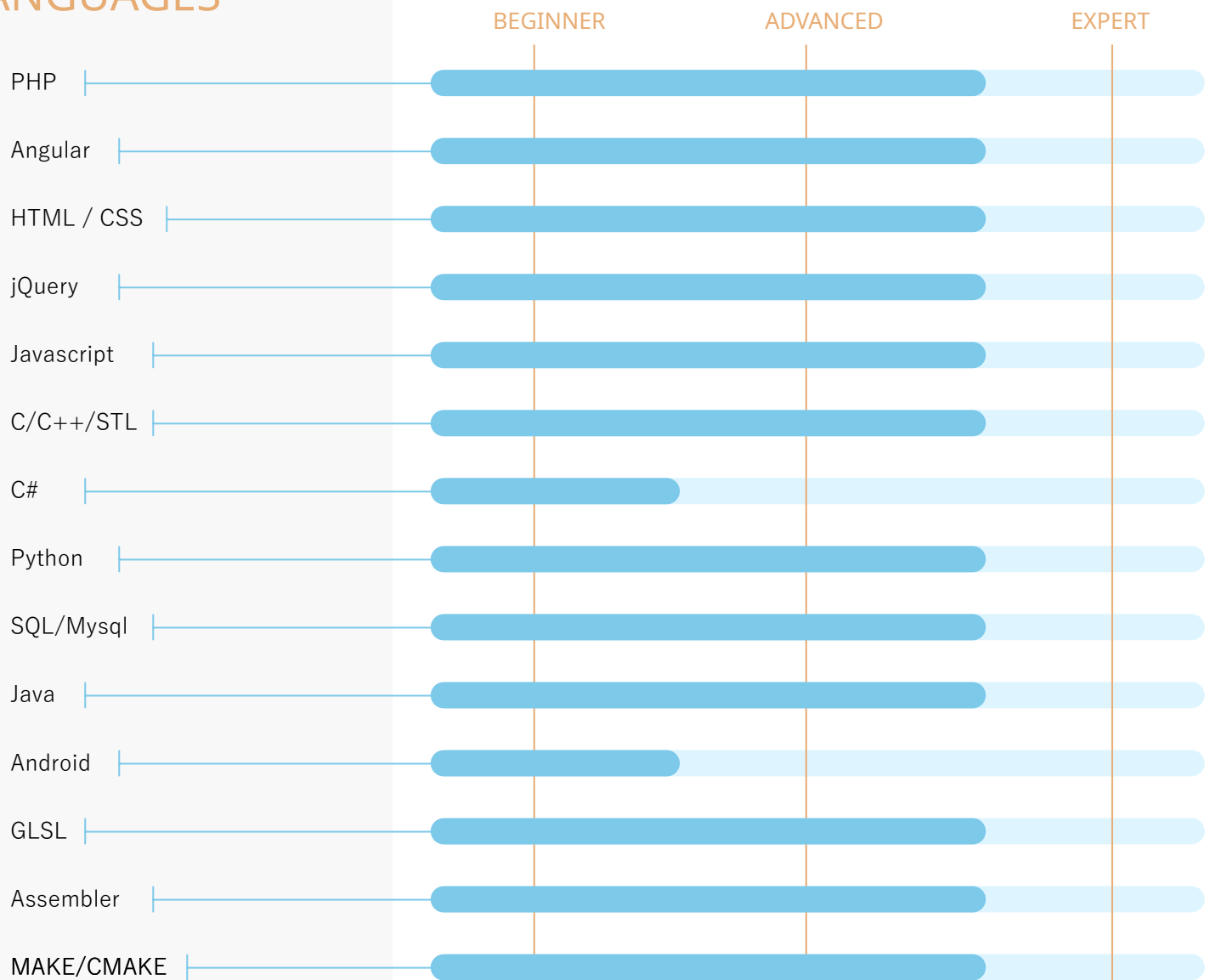  Design and implementation of a video game demo based on original ideas and concepts.

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

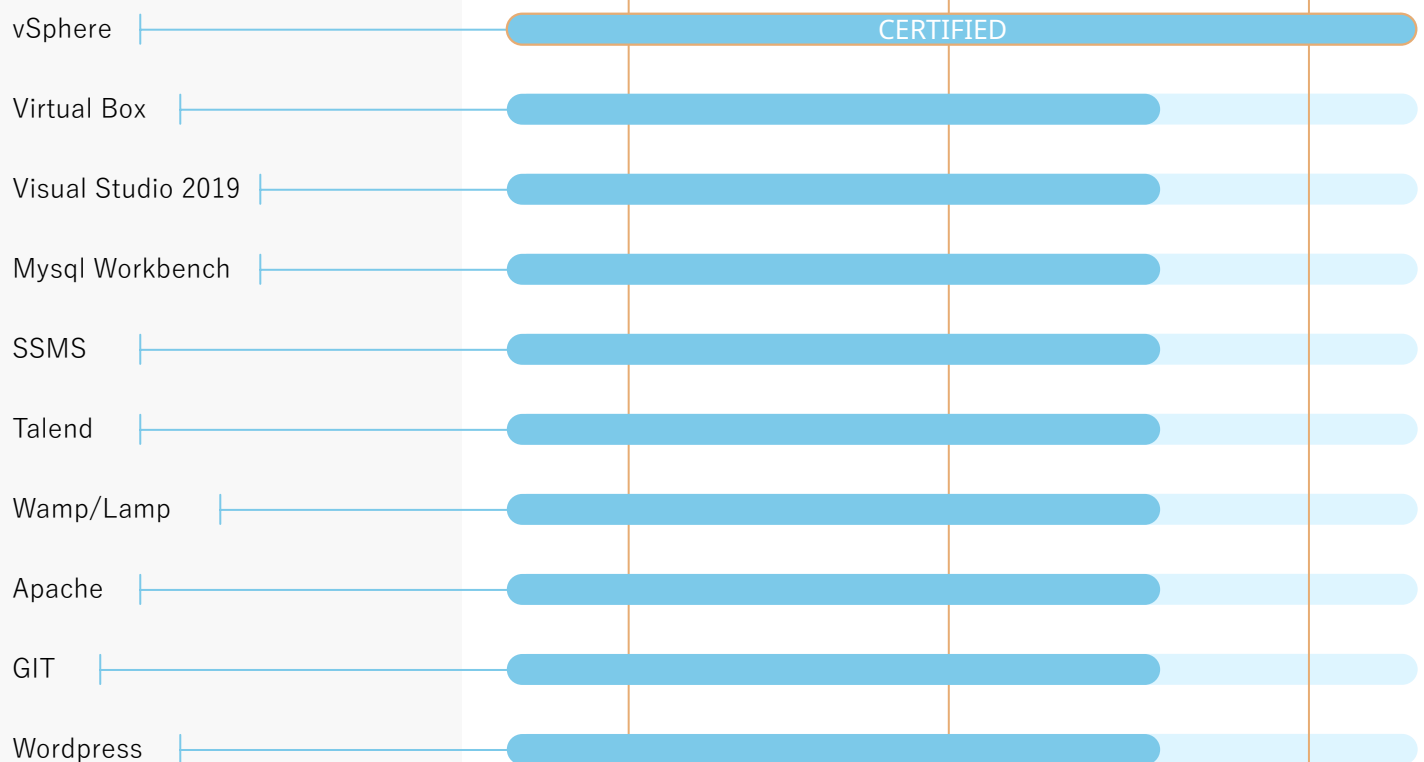Currently used system langages: C/C++/Python (bash .sh scripts on linux and .bat scripts on windows).

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.
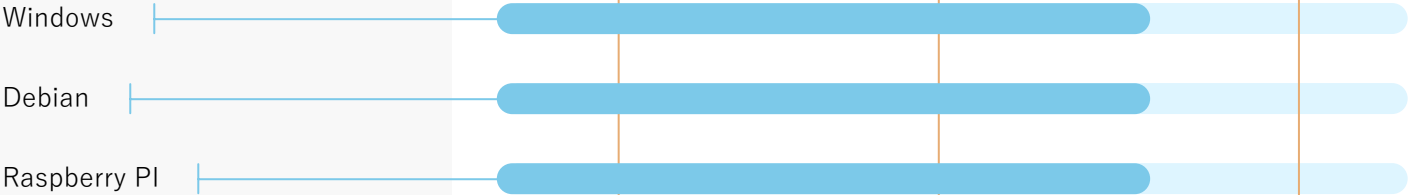
# LANGUAGES

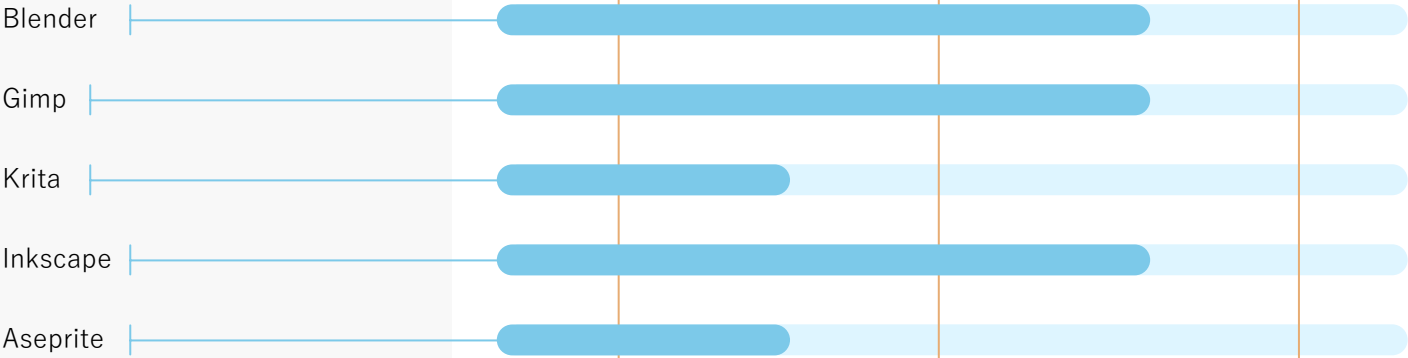| | BEGINNER | ADVANCED | EXPERT |
|---|---|---|---|
| PHP | | | |
| Angular | | | |
| HTML / CSS | | | |
| jQuery | | | |
| Javascript | | | |
| C/C++/STL | | | |
| C# | | | |
| Python | | | |
| SQL/Mysql | | | |
| Java | | | |
| Android | | | |
| GLSL | | | |
| Assembler | | | |
| MAKE/CMAKE | | | |

# SOFTWARES

| | BEGINNER | ADVANCED | EXPERT |
|---|---|---|---|
| vSphere | CERTIFIED | | |
| Virtual Box | | | |
| Visual Studio 2019 | | | |
| Mysql Workbench | | | |
| SSMS | | | |
| Talend | | | |
| Wamp/Lamp | | | |
| Apache | | | |
| GIT | | | |
| Wordpress | | | |

# PLATFORMS

| | BEGINNER | ADVANCED | EXPERT |
|---|---|---|---|

Windows

Debian

Raspberry PI

# GRAPHISMS

Blender

Gimp

Krita

Inkscape

Aseprite

# API'S

Unreal 4

SDL

Opengl