SKILLS

C	C++	COBOL
Python	**C#**	Assembly
TS	Unity	VB.NET
Bash	JCL	SQL

VS Code	Unity
Git	GitHub
Docker	Claude Code
Azure DevOps	z/OS
OpenGL	TSO / ISPF
Postgres	Jira

Currently learning **Rust**. Building a small audio DSP processor -> github

LANGUAGES

French Native C2

English Fluent C2

HOBBIES

Travels

Greece	Amsterdam
Canada	Andalusia

Tour de France with **Winamax**
Bouldering, inside
Daily **Bike**
Making **video games**

REFERENCE

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Léo Calendini

leocrabe225

Léo Calendini

SOFTWARE ENGINEER

PROFILE

3 years across freelance and product development, strongest in C#/.NET, building in TypeScript. I care about simple, correct code, and systems that are easy to reason about and hard to break. Curious, autonomous, and looking for a team that takes engineering craft seriously.

FEATURED ENTRY

Rentier (**TypeScript**): ground-up rewrite of an early project as a **pure**, fully-typed game engine, command/event architecture (**intent** in, events out), domain logic fully decoupled from rendering, tests as the executable spec. github

EXPERIENCES

DEV COBOL/.NET - BANK — SEPTEMBER 2025 - NOW

- Developing and maintaining critical bank applications on **Mainframe** IBM z/OS.
- **COBOL** on **TSO/ISPF**, **batch** / **online** execution analysis (**JCL**).
- Developing **heavy clients** in **VB.NET**.
- Using **AZDO** to manage code, tasks and **CI/CD pipelines**.

COBOL COURSE & LEARNING PROJECT (TECH LEAD) — 2025

- 2-month course, followed by a 1-month end-of-study project -> github
- **Managing** a team of **10 developers**.
- Drawing up a COBOL **technical chart**, Git guidelines and **Agile** organisation (Scrum/Kanban).
- Setup and management of the **Jira backlog**: splitting into **tickets**, defining **deliverables**.
- Technical lead: **conception**, **validation** of COBOL structures, and **code review**.

FREELANCE — 2023 - 2024

- Developing a **fullstack** accounting **software** for artisanal business purposes: conception of the **database**, handling simple accounting **flows**, generating **reports**, intuitive UI.
- Creating video games in Unity (C#), including basic AI, interface, **build pipelines**, gameplay logic, **multiplayer** lobbies and **cross-platform** tests.
- Direct **collaboration** with **clients**: translating business needs into technical specifications, regular **deliverables**, user **testing**.

IT TEACHER — Magic Makers — 2022

- Leading programming **workshops** and IT culture for middle school and high school students, in **Python** (AI - **Tensorflow**, **Flask**) and creative tools.
- **Installation** and preparation of technical hardware, **configuration** of work environments.
- Individualized student **follow-up**, **pedagogical** relationship with parents, managing **groups** up to 15 participants.

ÉCOLE 42 PARIS — 2019 - 2021

PERSONAL PROJECTS

- **Voxel** engine (C++ / OpenGL): generation and real-time rendering of voxel volumes, **chunks** management, free **camera** interface, hand-coded **rendering pipeline**.
- Multiplayer games on Unity: implementation of **client-server logic**, network **synchronisation** (**RPCs**, prediction), Photon **Fusion** and Unity **Netcode** integration.
- Cub3D / Fractol (42): **Raycasting** style Wolfenstein 3D (1992), **fractals** manipulation.