

## Maxime Ancelin

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Born 29 august 1988 at Bordeaux

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## Full-stack software engineer

### Computer Skills

Currently using and fluent :

JavaScript, TypeScript, SCSS, Less, HTML, Python (mostly for scripts)

Ionic, Bootstrap, jQuery

Linux, Bash, Git, npm, gulp

Used previously :

Python (mostly for backend), Java, Processing, Perl, OCaml

Flask, Django

MongoDB, ElasticSearch, PostgreSQL

### Professional experience

2014 - Currently

Co-founder of Symulti (www.symulti.com)

Project management, conception and developement of Android apps Symulti, Symulti Lite

and Explorator, available on Google Play : <https://play.google.com/store/apps/developer?id=Spirall>

Web integration of page www.symulti.com and coded a system for detecting and updating the language of a webpage from client side (using JavaScript).

Also done some other web integration on freelance : [www.wellcommedia.fr](http://www.wellcommedia.fr)

Working on version 2 of app Symulti in order to make it cross platform using Ionic framework.

2014

Developer / Project Manager at PimenTech. Maintenance and evolution of web applications using Django and JavaScript. Use of git to version web apps.

Development of a search engine for newspaper articles by linking a MongoDB to ElasticSearch.

2012-2013

Worked 9 months at Easter-Eggs in internship at the same time as studing in INSTA.

Audit, analysis and redesign of the IS of a training company, in iterative mode, without service interruption. Help in the definition of needs, design, development and deployment of web applications in Python WSGI.

Project managing, customer relations and application maintenance via a ticket management tool.

Application administration on pre-production and production platforms.

### University projects

2012

Created a figure editor for Tikz (a LaTeX package) in Perl. Design and development of the graphical interface in Qt, of the Tikz source code parser (based on regular expressions) and of algorithms for detecting clicks in figures.

2012

Programed a 2D game in Java, a kind of clone of Boulder Dash. Applied Test Driven Development.

2010

Programed a point and click game in OCaml.

### Education (2007 - 2013)

- Master degree "Software Architect" at INSTA, Easter-Eggs internship
- Master 1 STL at UPMC - Paris 6
- Degree in Computer Science at UPMC - Paris 6
- Scientific Baccalaureate at the French School of Alicante (Spain)

### Languages

French, Spanish : bilingual  
English : full pro capacity