ALEXANDRE BRETEAU
FULL-STACK ENGINEER

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EXPERIENCES

DEVELOPER
2019 - Today · Contract Part-time · Support Class

- Developed the broadcast overlays for the official World of Warcraft and Hearthstone tournaments.
- Developed the broadcast overlay for an interactive gameshow for QuakeCon.
- Developed the broadcast overlay for a multilingual quiz used during the pre-shows of Bethesda broadcasts.
- Participated in the development of the broadcast overlay of the American charity marathon Games Done Quick, and created an interactive virtual crowd to reflect the Twitch chat's mood based on emotes usage.
- Participated in the development of the broadcast overlay for eRacr, for a series of competitions in the game iRacing.

FULL-STACK ENGINEER
2014 - Today · Freelance · Seldszar

- Developed the broadcast overlay of the French-speaking Hex League and Hammertime competitions.
- Developed the broadcast overlay and software for ZEventPlays, a Twitch Plays Pokémon remake tailored for the French charity event known as ZEvent.
- Developed the broadcast overlay for a French charity marathon named SpeeDons, as well as the creation of a custom donation tracker, website and server management.
- Developed the broadcast overlay and a web application dedicated to translators and subtitlers for gamedev.world, an online conference dedicated to video game development broadcasted for free on Twitch and translated into 8 languages.

SKILLS

Programming languages	C/C++, C#, PHP, HTML/CSS, JavaScript, TypeScript, Go
Frameworks	React, Vue.js, Laravel, NodeCG
Databases	MySQL, PostgreSQL, MongoDB, Redis
Web servers	Apache, NGINX
Operating systems	Linux, Windows
Languages	English (professional working proficiency), French (native)

EDUCATION

BREVET DE TECHNICIEN SUPÉRIEUR
2012 · CNED, Poitiers, France

Informatique de Gestion option : développeur d'applications

BACCALAURÉAT
2010 · Lycée Camille Claudel, Blois, France

Sciences Techniques de l'Ingénieur option : électrotechnique