# Alexis LAUNAY                                    Web developer

 @YoruNoHikage

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## WORK EXPERIENCE

**11.2018 – 02.2020**   **Web Developer** @ Inyo (inyo.me)
Took part in the global **TechStars** Paris accelerator program. Built a new product within a team of 4. Front-end with **React** and back-end with **Node.js**, **Prisma and GraphQL**.

**08.2016 – 02.2020**   **Web Developer** @ Prototypo (prototypo.io)
Rewrote the back-end with **Node.js**, **AWS Lambda**, **GraphQL** and **Stripe API**. User interfaces development with **React**.

**10.2014 – 10.2015**   **Front-End Developer Apprentice** @ Dolmen Tech. (dolmen.bzh)

**06.2014 – 08.2014**   **Mobile Game Development Intern** @ Dolmen Tech. (dolmen.bzh)

## PERSONAL PROJECTS

**2018 - PRESENT**   **Event volunteer** @ Indie Collective (indieco.xyz)
- Game jams : Global Game Jam and Stunjam (within the Stunfest festival)
- Co-organization of indie zone with the main association 3 Hit Combo.

**2013 – 2017**   **Global Game Jam Rennes**
- Video game creation from scratch in 48h in a team.

**2009 – 2012**   **JeuxAmateurs.fr, website about indie game development**

**2009 – 2010**   **2nd in contest INNOV'Game : C++ game development**

## EDUCATION

**09.2012 – 10.2017**   ISEN Brest-Rennes, Engineer school

## SKILLS

Web          HTML, CSS, Javascript & Node.js, React, Apollo, GraphQL
Tools        Git, GitHub, Webpack, Babel

## LANGUAGES

| French | English | Japanese |
|--------|---------|----------|
| Native speaker | Professional level | Upper Beginner |
|  | Cambridge's FCE |  |

## INTERESTS

Japanese Culture    Animation, Music, Language
Music               Guitar, Mixing
Writing             Blogging, Translations