

# Youva GAUDÉ

Programmer

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## Professional Experience

2019 – 2020 **INRAE**, *Internship*, Developer.  
(National Institute for Agricultural Research, Food and Environment)  
JS, technical expertise, rework of a PHP app into serverless with Electron.

## Education

Currently **42**, Paris.  
A programming school that emphasizes teamwork and knowledge sharing between peers.  
I'm also part of the tutors, who assist with the school's pedagogy.

2016 **Baccalauréat STI2D**, *information and digital systems*, (ISCED 3).  
High Honors.

## Projects

**Game Jams.**  
Several game jams, mostly made in Lua with Love2D. More about these on my portfolio.

**Codingame.**  
I am currently in the top 0.2% of players on the platform.

[42 cursus projects](#)

**Taskmaster**, Rust.  
A daemon that manages processes, similar to Supervisor.

**Corewar**, C, SDL.  
A virtual arena where programs written in assembly fight each other.

**Lem-in**, C, SDL.  
A graph theory/pathfinding implementation about optimizing the transfer of units from one point to another.

## Technical skills

**Proficient:** Rust, C, SDL2, Vim, Lua, Git, JS

**Eager to learn or perfect:** C++, Python

## Interests

Creative work, Japanese culture, Programming, Sciences, Linguistics  
Game Design theory, Travel (Australia, Europe, Reunion Island)