

# Shirley Truffier-Blanc

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## Objective: obtain a position as a Software Engineer

### EDUCATION

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#### Engineering School of Digital Sciences of Lyon (CPE Lyon)

Master's Degree in Image Processing, Computer Graphics and Computer Science

Major: Graphic Rendering, OpenGL/GPU, Image Calibration and 3D Reconstruction, Video Games programming, C++ & C# programming, Image Processing & Synthesis, Medical Imaging.

Lyon, France

2017-2021

#### Emlyon Business School

Double Master's Degree: "Programme Grande Ecole"

Major: Innovation and Engineering Project Management, Management of International Teams, International Negotiation

Lyon, France

2019-2021

#### Engineering School of Chemistry and Digital Sciences of Lyon (CPE Lyon)

Bachelor's Degree in Electronics, Computer Science and Telecommunications

Lyon, France

2014-2017

### PROFESSIONAL EXPERIENCES

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#### CAST Software

CAST is the pioneer and category leader in Software Intelligence, renowned as the most accurate "MRI for Software" delivering invaluable actionable insights.

Consultant in Software Intelligence for Digital Leaders

(18 months) 2022 - 2023

- Conduct IT application architecture analysis to understand the client's application landscape
- Deliver processes, result analysis, recommendations and improvement plans for Application
- Lead customer training program of the CAST platforms with the AWS team. Support for AWS cloud migration
- **Certifications:** AWS Cloud Practitioner Certification
- Consistent achievement of internal and external project goals and deadlines
- Key developer of automation tool code in Python

New York, USA

#### Solutec

Business Manager

- Development and management of the international ADDECO commercial sector. Manager of 25+ collaborators composed of engineers and technical experts. Key communicator to English suppliers
- Consultants recruitment
- Provide recommendations for project management plan

Lyon, France

2021-2022

#### MuseoPic - Internship

Engineer Intern, Augmented Reality - Assistant Project Manager

- Technical and commercial development of the innovative solution MuseoPic "The Augmented Library"
- Augmented reality experiences in public spaces - Application Development in C# and Unity
- Management of 3+ engineers using design thinking methods

Lyon, France

(6 months) 2021

#### Metadot DasKeyboard - Internship

Software Developer Intern

- Web Development: Created new company website as well as maintained existing websites
- Development of 3 applets for DasKeyboard TM - Desktop Application Design
- Built and implemented new translation tool for a mechanical keyboard software

Austin, Texas, USA

(1 year) 2018-2019

### PROJECTS

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**Development of personal VR projects.** The objective is to create mobile applications in augmented reality.

- **Skills:** Unity, C#, iOS, Blenders.

**Creation of an application prototype for the MuseoPic company in augmented reality.** The objective is to create a mobile application, "The Augmented Library", aiming to improve the user experience in the library.

- **Skills:** Unity, C#, use of Augmented Reality SDK as Vuforia, Wikitude. Team Management, Leadership.

**Development of 3 applets for smart RGB keyboards of the DasKeyboard company,** designed to help boost productivity by displaying important information directly on the keyboard. Display notifications on keyboards on the keyboard's keys with its software.

- **Skills:** AngularJS, JSON, JavaScript, Github.

### SKILLS & LANGUAGES

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**Languages:** English (Professional - TOEIC 850), French (Native).

**Soft Skills:** Dynamism, Adaptability, Teamwork, Leadership, Work Ethic.

**IT Programming Languages:** Python, C#, C++, OpenGL, MySQL.

**System:** Windows, Linux, Mac OS. **Software:** GitHub, Sourcetree.