Pierre-Yves Guiraudet

Full-Stack Developer

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SUMMARY

4th-year Software Engineering student at Epitech Paris, currently on exchange at Rotterdam University of Applied Sciences, with 12+ months of professional experience at Naitways — most recently as sole developer of an internal cloud platform (~40,000 lines: FastAPI back end, Nuxt interface, real-time event streaming). Comfortable across the full stack, from UNIX shells in C and Haskell compilers to real-time Vue/Nuxt applications. Bilingual French/Spanish, English B2.

EXPERIENCE

Full-Stack Developer Intern — Cloud Infrastructure — *Naitways* Mar 2026 – Jul 2026
Paris area, France

- Sole developer of an internal cloud platform provisioning and operating KVM virtual machines across multiple hypervisors — ~40,000 lines across three codebases.
- Designed a distributed FastAPI architecture: a control plane (accounts, storage, audit, billing) and a per-host agent driving libvirt.
- Built the Nuxt 4 / TypeScript interface with in-browser VNC and serial consoles, fed by an end-to-end Server-Sent Events pipeline.
- Integrated Keycloak/OIDC, scoped API keys, per-VM metering into InfluxDB, Open vSwitch networking and shared iSCSI/NFS storage.

Software Developer Intern (Part-time) — *Naitways* Oct 2025 – Feb 2026
Paris area, France

- Built a hardening report generator polling internal databases via REST APIs and dispatching reports to clients.
- Contributed to the NBOX, a satellite appliance deployed on client servers for self-configuration and VM management.
- Developed Python automation tools for infrastructure management.

Software Developer Intern (Full-time) — *Naitways* Aug 2024 – Dec 2024
Paris area, France

- Delivered 13+ enterprise Python tools spanning cybersecurity and infrastructure automation.
- Built a CVE vulnerability search system integrating the NVD and Vulners APIs.
- Developed FortiGate firewall policy management/sync tooling, plus SSH log aggregation from FortiAnalyzer to InfluxDB.
- Shipped a Flask-based release-notes generator from GitLab commits and an AI code documentation tool using a local Ollama LLM.
- Integrated network devices including Juniper, LibreNMS, and Wazuh.

EDUCATION

Game Design and Development (exchange) — *Hogeschool Rotterdam* 2026 – 2027
Team game projects in Unity: Safekeeping, a 2D tower-defense game for Android and the web (pathfinding optimisation, levels, tutorial, online leaderboard), then a 3D exploration game in a team of thirteen.

Master's in Software Engineering (RNCP Level 7, BAC+5) — *Epitech Paris* 2023 – 2028
5-year program, project-based pedagogy — 25+ projects across C, C++, Haskell, Python, JavaScript. English Tepitech B2 (TOEIC equivalent 885).

SELECTED PROJECTS

LoCode — *Nuxt, Vue, Monaco, Electron, SSH* 2026
Web-based code editor powered by Monaco (VS Code's engine) with SSH remote development, split panels, integrated xterm.js terminal, and an Electron desktop build. locode.vierre3.dev | github.com/Vierre3/LoCode

Those Who Listen — *Unity, C#, Python, PyTorch, OpenVoice* 2026
Cooperative survival horror game where creatures clone player voices in real time (<300ms latency, fully local). End-of-studies project combining game design with applied machine learning.

Glados — Programming Language — *Haskell* 2025
Programming language built from scratch: lexer, parser, type checker, and bytecode VM. Supports user-defined functions, lambdas, scoping, I/O, and a colored REPL. github.com/Vierre3/Glados

R-Type — *C++, SFML, ECS, Networking* 2025
Multiplayer space shooter and game engine built around an Entity Component System with networked gameplay and SFML 3.0 rendering. github.com/Vierre3/R-Type

42sh — UNIX Shell — *C* 2024
Feature-rich UNIX shell supporting pipes, redirections, logical operators, alias system, arrow-key history navigation, and built-ins. github.com/Vierre3/42sh

TECHNICAL SKILLS

Languages: C, C++, C#, Python, Haskell, TypeScript, JavaScript, Rust, Groovy

Frontend: Vue.js, Nuxt, TypeScript, Tailwind CSS, SFML, Raylib

Backend: FastAPI, Flask, Node.js, Deno, SQLAlchemy, REST APIs, MongoDB, SQLite, InfluxDB

DevOps & Tools: Docker, KVM/libvirt, Open vSwitch, GitLab CI, Jenkins, GitHub Actions, Git, Linux, CMake

Game & Creative: Godot, Unity, Blender

Domains: Networking, Cryptography, AI/ML, Game Development

LANGUAGES

French — Native | **Spanish** — Native | **English** — B2 (TOEIC equiv. 885)