Ethan SAUX

Full-Stack Software Engineer (Web & Mobile)
Paris, France | Open to on-site, hybrid and remote roles

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PROFESSIONAL SUMMARY

Full-stack software engineer experienced in building, shipping, and maintaining production SaaS platforms and cross-platform applications. Comfortable working across the stack, from back-end architecture and real-time systems to mobile development and deployment. Experienced in taking ownership of features and delivering products used by real customers.

WORK EXPERIENCE

IT-OneView — Full-Stack Software Engineer Sep 2025 – Present
Internship, Fixed-term Contract & Freelance | Laravel, Angular, Redis, WebSockets, Stripe, PostgreSQL
- Built Stripe subscriptions, including freemium plans, trials, and seat-/plan-based limits.
- Developed event-driven onboarding/offboarding workflows with email, SMS, and e-signatures.
- Implemented WebAuthn/passkeys and an ISO 27001 compliance scoring and reporting module.
- Added automated backup monitoring; reduced UI latency through SQL and API optimizations.

French Ministry of Armed Forces — Python Software Engineer Intern Feb – Jun 2024
Python, Django, NetBox, PostgreSQL, Docker
- Developed open-source NetBox plugins to improve IT asset and infrastructure visibility.
- Built network topology views and query tools; centralized hardware inventory data.

Epitech Paris — Technical Teaching Assistant Apr 2023 – Jan 2024
Web Academy, Coding Academy, MSc Pro
- Mentored software development students on modern web stacks and code review practices.

Scalesquad — Software Development Intern Jul – Dec 2022
Django, SNMP | IT Asset Management & Monitoring
- Built an internal Django-based IT asset inventory and monitoring platform to replace licensed software.
- Developed a machine data collection script, leveraging SNMP for part of the hardware and system information retrieval.

PROJECTS

SongSpot – Real-Time Music Trivia Game · Live App · GitHub Mar 2026 – Present
Solo Creator & Maintainer | Flutter, Django, PostgreSQL, Redis, WebSockets
- Architected, built, and deployed the iOS, Android, and web products; manage VPS hosting and CI/CD.
- Reached **60,000+ registered users** and **600–900 daily active users**.
- Implemented real-time WebSocket matchmaking with an ELO-based rating system.

Playfit – Computer-Vision Exergaming App · GitHub Sep 2024 – Feb 2026
Tech Lead (team of 4) | Flutter, Django, MediaPipe
- Led a four-person team from sprint planning through App Store and Google Play releases.
- Built the Django back-end, contributed to Flutter, and implemented joint-angle motion tracking.

EDUCATION & SKILLS

EDUCATION & CERTIFICATIONS

Five-year Degree in Computer Science — Epitech Paris
2021–2026 | French state-accredited Level 7 degree

Academic Exchange — Inha University, South Korea
2024–2025

Cisco Networking Academy — Introduction to Networks
Jun 2025

CORE SKILLS

Back-end: Laravel (PHP), Django (Python), PostgreSQL, MySQL, Redis
Front-end: React, Angular, TypeScript, JavaScript, HTML/CSS
Mobile: Flutter (Dart), React Native
Tools: Git, Docker, Stripe, WebSockets, Figma

LANGUAGES

French (native) | English (full professional proficiency)