

# GUILLAUME NORGOL

## Information Personnel

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Portfolio: <https://guillaume.norgol.fr/>

GitHub: <https://github.com/gnorgol>

LinkedIn:

<https://www.linkedin.com/in/gnorgol/>

Driving License: B

**Open to opportunities in France and internationally**

## Technical Skills

- **Programming:**
  - C#, C++
  - Java / Python
  - HTML, CSS, PHP, JavaScript
  - MySQL, PostgreSQL
- **DevOps & Containerization:**
  - Docker
  - Kubernetes
  - GitHub Action
  - Terraform
- **OS:**
  - Linux server (AWS,GCP,Oracle)
  - Windows
- **Software:**
  - Visual Studio
  - Git
  - Jira / Taiga.io
- **Methodology:**
  - Agile, Scrum
- **Languages:**
  - English (B2 Level)

## Soft skills

- Communication
- Problem Solving
- Teamwork
- Autonomy

## Interests

Software Development & Programming

Running

Video Games

## Education

### Master's Degree in IT Engineering Management (Gaming & Smart Tech)

ESIEE-IT, Pontoise | 2020-2023

- Solid foundation in full-stack development with various programming languages, notably Python, C#, and C++.
- Participated in the development of a multiplayer Augmented Reality game.
- Knowledge of cloud infrastructures (AWS and GCP) and Linux system administration.
- Deepened knowledge of applied mathematics for video games.
- Expertise in Virtual Reality and Augmented Reality technologies.

### International Business and Entrepreneurship Program

Université Laval, Québec | 2023

## Professional Experience

JUNE 2025 – OCTOBER 2025

### Cloud DevOps Specialization/ Training & Personal Projects

**Microservices Deployment:** Complete project deploying microservices on Kubernetes (K3s) and GCP

**Linux System Administration:** Service management (systemd), process management, permissions, and Bash scripting.

**Container Mastery:** Design of Docker images, security, networking, volumes, and docker-compose.

**Orchestration:** Kubernetes management including Pods, Deployments, and Services.

**CI/CD:** Implementation of pipelines using Git/GitLab.

**Cloud Architecture:** Knowledge of Load Balancing, High Availability, and Disaster Recovery.

**Software Quality:** Design and execution of unit and integration test suites to ensure code reliability.

AUGUST 2020 – NOVEMBER 2024

### Application Developer/ Sainclair

- Developed a CRM and automated billing tasks, resulting in a 60% efficiency gain.
- Deployed a website and intranet on a local Linux server (production deployment & server administration).
- Developed C# software to increase employee productivity.
- Performed continuous maintenance, version management, and created technical documentation.
- Designed and implemented a unit test suite to guarantee code reliability and quality.

## Projects

- **Odyssey Ecosystem:** Developer of an event-driven microservices cloud architecture (Hub, Awards, Auth) with CI/CD pipeline. Designed to centralize the community experience through applications, unified SSO, and a portal for watching streams. <https://odysseyapp.duckdns.org/>
- **Stream Tirage:** Developer of a gamified lottery application in collaboration with Théo Lécluse (Omox). Designed to make live draws more interactive and entertaining. <https://guillaume.norgol.fr/Projects/L'ODYSSEY%20Stream%20Tirage.php>