

Théo Goëns

STUDENT SOFTWARE DEVELOPER

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Personal Profile

A motivated graduate student with a strong focus on software engineering. I began exploring programming at the age of 15 and have since developed a passion for full-stack web development and DevOps, which I continue to pursue through self-directed learning and experimentation in my free time. I am currently seeking opportunities in web development.

Education

HELMo Sainte Marie (CG)

Liège, Belgium

Software Developer

Sept 2022 - Present

- A third-year student.
- **Courses:** Introduction to Software Development, Data Structures and Algorithms, Object-Oriented Programming, Web Development Fundamentals, Database Design and Management, Mobile Application Development, Software Engineering Principles, UI/UX Principles.

Athénée Royal

Soumagne, Belgium

Office Technician (Technical Secondary School Qualification)

Sep 2019 - Jun 2022

- Achieved with success.
- Focused Study in Office Automation, Technology, Accounting, and Law.
- Business Management Diploma.

Skills

Programming	JavaScript, TypeScript, Go, Rust, Java, C#, C, Kotlin.
Web Frameworks	Svelte, SvelteKit, React, Next.js, ASP.NET.
Miscellaneous	Linux/macOS, Shell (Bash/Fish), LaTeX, Markdown, Docker, Git, PostgreSQL, MySQL.
Soft Skills	Time Management, Teamwork, Problem-solving, Documentation, Communication, Adaptability.

Languages

- French** Native proficiency.
English Professional proficiency.

Projects

Palworld Database

[Website](#)

Web Game Database - Closed Source

Jan 2024 - Present

- Developed and maintained a comprehensive database for Palworld, a Pokemon-like game, with a focus on efficiently providing accurate, data-mined information.
- **Technical Skills:** C#, ASP.NET, TypeScript, Svelte, SvelteKit, Docker.

Zeki

[GitHub repository](#)

Discord bot - Open Source

Aug 2023 - Present

- A Discord bot designed to be intuitive, and user-friendly, to enhance community interaction through custom commands, and integration with Paliapedia the Palia Game database.
- **Technical Skills:** TypeScript, Node.js, Discord.js, DrizzleORM, PostgreSQL, Docker.

Lilith

[GitHub repository](#)

Discord bot - Open Source

Jun 2023 - Aug 2024

- A Discord bot designed to be intuitive, and user-friendly, to enhance community interaction through custom commands, and integration of several APIs.
- **Technical Skills:** TypeScript, Node.js, Discord.js, Prisma, PostgreSQL, Docker.

Peer-at Code

[GitHub repository](#)

Code Challenges Platform - Open Source

Feb 2023 - Present

- An open-source platform created by students for students, designed for coding challenges that promote peer-to-peer learning and enhance coding skills among student developers.
- **Technical Skills:** Java, TypeScript, Svelte, SvelteKit, MariaDB, Docker.