

Education

- Middle School Diploma
 Gabriel Païta College
 2016-2019
 Graduated with Honors mention
- General High School
 Dick Ukeiwé High School
 2020-2021
- General Baccalaureate
 <u>Legendre School Paris EIB (remote)</u>
 2022
 Graduated with Fairly Good mention
- Bachelor's Degree in CS
 University of New-Caledonia
 2023-2026
 In progress

Skills

- Python, HTML, CSS, JS, Nextjs, Nodejs, Java, Flutter, C, MySQL, PostgreSQL, Bash, Arduino, Prolog
- Microsoft Office, VS Code, Android Studio, Github, Canva, Unreal Engine, XAMPP, Shopify, Wordpress, Miro, Oracle Virtualbox, Postman, IA LLM

Languages

- French Native language
- English Fluent (B2 C1)

Hobbies and qualities

- Reading, video games, board games, sports, programming
- Teamwork, reliable, motivated, autonomous, curious, serious, rigorous

EYRIAN

MUET

BACHELOR'S STUDENT IN COMPUTER SCIENCE +687 51.85.30

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https://toofuw.github.io

A Païta - New-Caledonia

About me

I am currently in my third year of a Computer Science Bachelor's degree at the University of New Caledonia. I am passionate about programming and new technologies. In my free time, I build small applications or programs to strengthen my programming skills. I plan to pursue a career as a software engineer, web developer, or game developer.

Professional Experience

CTF Hackagou

Oct 2023

· Ranked 6th in the student category

Web Dev / IS Optimizations

Nov 2023 - Jan 2024

Batitech (Summer job)

- Study of information systems and deployment of <u>Synchroteam</u> (research, setup, and staff training)
- Development of <u>client application</u> using the Synchroteam API to automate task creation
- Development of an e-commerce site on Shopify: pacificsecurite.nc

Web Development

Feb 2024 - Jun 2024

AKOS

• Development of a Shopify e-commerce site : akos.nc.

Web Development

Jul 2024 - Oct 2024

Batitech

• Development of a website for a cloud-based video surveillance storage service (WordPress): <u>videosafe.pacificsecurite.nc</u>.

CTF <u>Hackagou</u>

Oct 2024

- · Ranked 4th in the student category
- · Biggest flag found by our team first

Web Dev / IS Optimizations

Nov 2024 - Jan 2025

Batitech (Summer job)

- Installation of a DSS PRO video surveillance storage server
- Staff training on using DMSS to manage and setup cameras and equipment
- Published <u>pacificsecurite.nc</u> and <u>videosafe.pacificsecurite.nc</u>
- Creation of Google advertising accounts, social media profiles, and associated email addresses

Batitech

• Management of the Facebook page of <u>PACIFICSECURITE</u> and setup of <u>Tidio</u> to centralize PACIFICSECURITE client support

Founder - Mobile Loyalty App

Apr 2025 - Oct 2025

Pépite New-Caledonia

- Loyalty card and offers centralization project carried out with Thimotée Viret
- We built a multiplatform mobile app with Flutter, a web backoffice with NextJS, a NodeJS backend, and a landing page (bonus.nc)
- Member of the Pépite program : mentoring, business model development, business plan preparation and general entrepreneurial training
- <u>Pépite Prize Laureates</u> 4th place

Final University Project

Jul 2025 - Sep 2025

University project

- Development of a CNN architecture in Python (Pytorch) to estimate mosquito age from MALDI-TOF spectra <u>based on the work of Professor</u> Nazha Selmaoui-Folcher
- Development of a <u>Python interface (Tkinter)</u> to launch analyses using a list of data and selected models, and display the results

CTF <u>Hackagou</u>

Oct 2025

- · First student team during the entire competition
- · Almost tied with the first professional team

University Internship

Oct 2025 - Jan 2026

La Fabrik

- Development of the front end mapping module for the new <u>Tanéo (old website)</u> website using Nextjs
- Integration and processing of GTFS and SIRI flows (Mobility API) for the Tanéo public transport network
- Setup of a full CI/CD pipeline with GitLab, Docker, Helm and Kubernetes
- Deployment and monitoring on development and pre-production environments

CASSINI Hackaton 10th Edition

Nov 2025

- Development of <u>Tradhelm</u>, a multiplayer strategy game focused on alliances, trades and betrayals to win, using Copernicus satellite data (biomes, forests, water, temperatures) to generate in-game resources and simulate the Earth
- 1st place in New-Caledonia 5th place Europe/Worldwide
- · GitHub links for the frontend and backend