



Théo Daguier

Front-End Developer

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Languages

- Français Native
- Anglais Professional Competence
- Espagnol Professional Competence

Compétences

Languages

Typescript

Frontend

Next JS Tailwind CSS

Mobile

Expo

Backend

Node JS Prisma PostgreSQL

Animation

Three JS Framer Motion GSAP

Design

Figma

Tools

Git

Area of interest

Music Production

Reading

Work Experience

E-Do Studio, Full-Stack developer (alternance)

January 2023 — Today (16 months)

React JS UI / UX Design Figma

→ Frontend Development with React JS → UI/UX Design of the new website using Figma, in collaboration with the design team.

→ Design and development of a Real-time Equipment Management Application (React Native - Expo).

→ Collaboration with Fri3nds Agency for the conceptualization of a Photo Retouching SaaS.

Understudy, Frontend developer (freelance)

January 2024 — March 2024 (3 months)

Next.js Figma Framer Motion

→ Declination of an editorial in interactive digital experience.

→ Collaboration with the design team on UI/UX using Figma.

→ Frontend development with Next.js

Education

O'Clock, Application designer and developer (alternance)

April 2023 — Today (16 months)

Laravel Docker Vue JS Node JS GraphQL Flutter

→ Mastery of the main design patterns.

→ Acquisition of in-depth skills in fullstack development, design of scalable software architectures and familiarization with current best practices.

Apple Foundation Program, iOS mobile development

October 2022 — November 2022 (1 month)

UI / UX Design Swift principles Swift UI

→ UX Design: identifying needs, designing mobile interfaces.

→ iOS development: Swift, native application prototypes.

→ Knowledge of Apple's Human Interface Guidelines.

→ Cross-disciplinary skills: presentation, collaboration.

→ Creativity enhancement, autonomy in learning.

Knowledge

Be

Proactive Creativity Rigorous

Do

Responsive Design UI / UX IA Communication & Teamwork