

First name / Surname:	Luc Grandju	Website:	www.grandju-luc.com
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Mobile:	+447 564 021 901	Date of birth:	20 th August 1985
E-mail:	luc.grandju@orange.fr	Gender:	Male
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Agile Symbian Software Designer, Java and C++ Developer

I love being responsible and working with a team. I want to work on challenging projects and put my best foot forward in order to make them succeed. My passion for traveling coupled with my desire to experiment new cultures, working methods and know-how, make me seek managerial positions abroad. So far, I have worked in France, China, Finland and now in England. My ultimate goal is to have my own company, where I could use the best of those experiences, leading my tribe to success.

Skills and Competences

Domains	Software development, Embedded software development , Project management , Team leading
Operating Systems	Windows, Symbian OS and Linux
Programming languages	Java [3] + Ant, C++ [3], C [1], C# [1]
Embedded programming	Symbian C++ on Nokia's Series 60 platform and Symbian Java on Nokia's Series 40
S60 3 rd & 5 th Editions	UI framework, ECom, Active Objects, AIW, CF, MTM, Home screen, MDS, Localization, ROM & SIS creation
S40	J2ME, MIDP2, CLDC, Canvas, PIM, COMM, File handling, RMS, Local Message Protocol, SIS creation
Web languages	PHP, JavaScript, HTML, CSS, XML, XSL, XUL, Ajax
HMI	LCDUI, Qt, SWT, Swing, OpenGL
Databases	MySQL
Testing	JUnit , Basic Acceptance Testing (BAT), Functional Testing (FUTE)
Designing methods and tools	UML, Design patterns, Enterprise Architect, Microsoft Visio, Rational Rose
Agile methodologies	Scrum , Extreme Programming (XP), Test-Driven Development (TDD)
Writing of project documentation	Project plan, Requirement specifications, UI specifications, UI flow document, UML diagrams
SCM	CVS, SVN, Perforce
Development tools	Eclipse (+ debug), MS Visual Studio (+ debug), Carbide C++ 2.0 (+ debug), CodeWarrior, SciTE, NoSE
Others	Microsoft Office Suite, Jira, Confluence, TSW, Quality Center, 3D Studio Max, Photoshop

Education and Training

MSM / MScIT	Institut Méditerranéen d'Étude et de Recherche en Informatique et Robotique (I.M.E.R.I.R.) in Perpignan, FRANCE Project Management, Marketing, Business Strategy, Algorithm, C++ & Java programming, SW Engineering + 3 months internship in Finland for "Ixonos"	2005 - 2008
BCompSc	University of Perpignan, FRANCE (in parallel of I.M.E.R.I.R. studies) Algorithms, Artificial Intelligence, Mathematics, Robotics, Networks, Linux, Communication	2005 - 2006
DUT CompSc & Imagery	University of Technology of Clermont-Ferrand, FRANCE Algorithms, C++ & Java programming, Mathematics, Web, Network, Image & Video processing + 3 months internship in China for "Oriental Ship Advertising"	2003 - 2005
High School Diploma	Jules Ferry High School of Roanne, FRANCE Scientific Baccalaureate in Mathematics and Biology with Physics-Chemistry option	2000 - 2003

Work Experience

2007 - 2009 | IXONOS PLC

www.ixonos.com

Main subcontractor of Nokia, this Finnish ICT services company of around 1000 people creates innovative solutions for mobility, social media and digital services. The company's services range from concept design, consulting and project management to software development and maintenance. Ixonos' clientele comprises leading mobile and smartphone manufacturers, mobile network suppliers and telecom carriers operating on the international markets, as well as Finnish finance and public administration companies and organizations.

Project Manager [Sales Support Executive]

London, U.K

Jul 2009 to Nov 2009

Sales support tasks with the Sales Director Mr. Seppo Sneck to set up a front office in London. The goal was to find at least one customer / project and eventually start working on it officially as Project Manager thanks to my successful previous experiences. Unfortunately, due to the market conditions, nothing could be finalized before the end of my contract in November. It was however a great experience involving lots of communication, organization skills, customer facing and meetings.

- Research of customers and projects with the Sales Director via an intensive communication
- Research of partners via Internet and private companies
- Meeting technical supporting and reports handling
- Information gathering and documentation writing

SW Designer [Project Manager's substitute]

Jyväskylä, FINLAND

Feb 2009 to Jul 2009

Teamwork on an important Symbian "Series 40" project for Nokia, led by a really experienced PM, where I was Scrum Master and PM substitute thanks to my successful experience on my previous projects. The software built was an upgrade of the S40's phonebook including a public Service API package to be distributed to third party developers. The programming language was Java (J2ME) for "Series 40" platform using "Eclipse" as IDE and SVN as configuration manager. Agile environment: Scrum with 2 weeks iterations.

- Development of new functionalities (UI & Core) in an Agile environment (TDD using "JUnit") and bug fixing. I created the main central module interacting with the surrounding components and I participated to the development of the public API. My tasks dealt with the J2ME, PIM API, background midlet functionalities, LCDUI components, file handling, multithreading, Local Message Protocol, Record Management System (RMS) and the associated javadoc.
- Conducting of daily scrum meetings and supporting the Project Manager. Conducted also some sprint and informal organization meetings
- Responsible for the scrum process enforcement
- Main contact person between the testing team (2 testers on-site and 3 abroad) and the developers (7 people) as a Team Leader task delegated by the Project Manager. At this occasion, I also developed a test application using the public API created by the team, trying to put myself in the place of a third party developer and see if nothing was missing.

SW Designer

Jyväskylä, FINLAND

Dec 2008 to Feb 2009

Teamwork on an alternative software for the S60's notes application. The programming language was C++/Qt for Symbian "Series 60" platform using "Carbide C++ 2.0" as IDE and "Perforce" as configuration manager. The team was made up of 6 developers and 3 testers. I was also Team Leader of this project using an Agile methodology: Scrum with 2 weeks iterations.

- Development of new functionalities (UI & Core) and bug fixing. Creation of the main view and the CSS skinning system to change the layout and the colors of the application on demand. My tasks dealt with file handling and components like Widget, TreeView, Dialog, Menu item, Combo box, ...
- Writing of the project plan, requirement specification, UI specification and 2-pager.
- Task creation and assignment via "Jira", conducting of daily scrum meetings and weekly sprint meetings
- Daily management of the team and project workloads, the testing results and progress, the development progress and issues

SW Designer

Jyväskylä, FINLAND

Apr 2008 to Dec 2008

After a really successful internship the previous summer, I started working as Software Designer on an important and big Symbian Series 60 project for Nokia. The software built was "Share Online 4.0" part of the OVI suite. Share Online aims at providing to the end user an easy way to share photos, audio, video and comments from a phone straight to a blog, photo sharing site, or other online community. The programming language was C++ for "Series 60" platform using "Carbide C++ 1.3" as IDE and "Perforce" as configuration manager. Although I was SW Designer on this project I acted as Team Leader for a trial period of 5 weeks replacing the official TL on vacation. Agile methodology: Scrum with 2 weeks iterations.

- Development of new functionalities and bug fixing (UI & Core). My tasks dealt with an Atom 1.0 feed format browser, the Message Type Module framework (MTM), the Meta Data System (MDS) and the Application Inter-working Framework (AIW) which supports interfacing for other applications (consumers). Most notable of these applications were Media Gallery 2. To integrate with other applications, I worked on plug-ins provided to the ActivePalette, Activedle2, Space UI, and Photos. I also created and debugged several views of the application involving different kind of controls and multimedia

objects. For that, a good knowledge of the S60 UI framework architecture was mandatory. I also created many releases involving localization, ROM and SIS creation.

- Architecture study, shake-up and implementation, the goal was to increase the stability and the modularity of the application, use of Enterprise Architect and Carbide C++. I created an Ecom plugin system, sort of server loading DLLs on the fly when needed enabling the splitting of a big module into several smaller components and I simplified the communication and interactions between three important modules avoiding deadlocks in the case of an intensive use of the application. Those three modules were the Context Framework (CF), a bespoke background server and a data counter module.

SW Designer (Trainee) Jyväskylä, FINLAND Jun 2007 to Sep 2007

Internship on three projects. Great experience, first steps into the mobile development area. Success at the end, Ixonos propose me to come back the next year as a real employee when I'm graduated.

- Development of test sets/cases scripts for automatic testing on radio/telephone devices
- C# programming under MS Visual Studio to implement a parallel port driver to communicate with a new radio/telephone device
- Symbian training on a Chat application development in Symbian C++ for Series 60

2005 ORIENTAL SHIP ADVERTISING

Oriental Ship Advertising is an advertising company ranked the 37th among the 50 largest advertising companies in China and is number one in the Jiangxi province. Commercials on TV represent about 80% of its business, with 20% for the production of advertising posters and leaflet. Its clientele comprises China Unicom, China Mobile, Wonderland, ...

TV/CINEMA Department's Advertisement Designer (Trainee) Nanchang, CHINA Mar 2005 to Jun 2005

Teamwork to create advertisements for JXTV's TV channels and leaflets for China Unicom

- 3D objects modeling with 3D Studio Max
- Creation of pictures using 3D Studio Max, PhotoShop and Illustrator
- Creation of short movies using 3D Studio Max

Referees

Ixonos Plc	Mr. Seppo Sneck	Sales Director (U.K)	seppo.sneck@ixonos.com
Ixonos Plc	Mr. Juha Riihola	Group Manager (Finland)	juha.riihola@ixonos.com
Ixonos Plc	Mr. Niko Luojumaki	Project Manager (Finland)	niko.luojumaki@ixonos.com

Please ask for permission prior to contact any of these referees (phone number can be provided as well)

Personal Skills and Competences

Mother tongue	French
Other language	English: Fluent spoken and written
Social skills and competences	I have coached basketball for 4 years and been part of student associations during my studies (President and Treasurer).
Organizational skills and competences	Active member of my school associations for three years, organizing numerous activities and parties, I've been also project manager at school in programming projects. In 2008 I led important development projects with mobile technology within Ixonos.
Artistic skills and competences	Guitarist (electric, classic and folk) for more than fifteen years. I create 3D images and videos for my own pleasure with 3D Studio Max.

Additional Information

Personal Interests	My passion is to travel and experience new cultures. I like playing and listening to music as well as practicing sport, especially collective sports like basketball and football. Besides that I enjoy social activities and play games like chess. I've got a real interest in Internet technologies, online communities, social networking and free sharing I'm also strongly interested in stock exchange and international business.
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