

# Louis Campbell

✉ louis@campbell.lu 📧 campbell.lu in earl-campbell

## Skills

### Programming Languages

C#, C++, Java, JavaScript, TypeScript, PHP

### Front-end web development

Angular, JavaScript, TypeScript, HTML, CSS

### Back-end web development

.NET Core, NodeJs, PHP, Go

### Project Management

Agile, Scrum

### Programming Concepts

OOP, Data structures algorithms, Design Patterns, SOLID

### Game Development

Unity Engine, Unreal Engine

### Tools

Git, CI, GCloud, GSuite, Firebase, JetBrains

## Professional Experience

### EduTec S.à.r.l. [📄](#)

#### Lead Technologist

03/2020 – present

Luxembourg

- Introduced the transition to a more modern technology stack which improved worker productivity, sped up time to ship by 25% and lead to better quality products.
- Coordinating a team of 6 developers
- Management of incoming projects, defining tasks and leading the communication between client and development team.
- Principal Developer for everything .NET related.
- Instructor for Gamification in Education & Microsoft Technologies

#### Full Stack Developer

08/2019 – 03/2020

Luxembourg

- Web development in .NET, Node
- Front-end development in Angular
- Maintenance of existing PHP Websites

### Done S.à.r.l., Web development intern

01/2018 – 02/2018

- HTML/CSS & Wordpress
- Automation Tool Writing in .NET

## Education

### Lycée des Arts et Métiers, BTS Game Programming and Game Design

09/2018 – 07/2020

Associate's degree equivalent.

- OOP (Design Patterns, Data Structures, Software Architecture)
- Game Development & Game Design

### Lycée des Arts et Métiers, DT Informatique

09/2014 – 07/2018

## Certificates

Introduction to G Suite [📄](#)

## Projects

### **Schooltools Eva**, *Lead Developer*

07/2020 – present

Software to enter student grades and generate reports for European schools in Luxembourg.

Developed using .NET Core GraphQL API (HotChocolate) and Angular on the frontend.

### **Toggl**, *Geta Game Jam 9*

2019

Winner of Geta Game Jam 9. Built using Unity and C#.

Available out on Itch.io [↗](#)

**Project Showcase on my Portfolio** [↗](#)

## Languages

**English** (C2), **French** (A2), **German** (C2), **Luxembourgish** (C2)