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DATE OF BIRTH : 4 August 1996
Nationality : French
Driving license

Cédric Rahbari

Software Engineer

<https://malorf.github.io/>

PROFESSIONAL EXPERIENCE

2025-now THALES : Application Operations & Technical Project Coordinator for ENEDIS

Summary : **Management of production** environments and planning of short-, mid-, and long-term workstreams

- Act as the **main point of contact** between project teams and external partners
- Draft and maintain **Disaster recovery plans (DRP)**
- Ensured proper **application monitoring, handled alerts and diagnostics**
- **Manage application deployments**, incident resolution
- Defining and assessing technical and functional project scopes (e.g. **database migration from Oracle to PostgreSQL**)
- Provide operational reporting and **KPI monitoring to support future project decisions**

2023-2024 THALES : Full Stack Developer for ENEDIS (Agile Scrum & SAFE)

Summary : **Performance optimization and application enhancement**

- Improved application architecture, **reducing page load times from 45s to 2s**
- Optimized batch processing performance from **30 hours duration to 3 hours (90% improvement)**
- Developed front-end and back-end features : including a **redesign of the interlocutor management system**

2019-2022 NATIONAL EDUCATION : Full time teacher incumbent for constituency Evreux

- Physical Education and English project coordinator
- Developed strong communication and organizational skills
- Evaluation and reflective analysis

VIDEO GAME PERSONALS PROJECTS

2024-now DIE AS BRAVE : Multiplayer battle arena - Unreal Engine 5 / AWS

- **Multiplayer dedicated server using AWS services** (EC2, Cognito, IAM, API Gateway, Lambda, DynamoDb, Gamelift)
- Designed technical and functional architecture
- Implemented **NPC behavior using behavior trees**
- Developed server management and group systems
- Implemented **Remote Procedure Calls (RPC)**

2023 CURSED LOVERS : Cooperative multiplayer game TPS (third person shooter) - Unreal Engine 5

Education

2023 INTI, Java/angular fullstack developer engineer

2018-2019 UNIVERSITY ROUEN NORMANDIE, Master's degree in education

2014-2017 UNIVERSITY PARIS NANTERRE, Bachelor's degree in physical education

Skills

AWS : IAM, Cognito, DynamoDB, Lambda, EC2, API Gateway, Gamelift, Systems Manager, SNS, beanstalk

Devops : Jenkins, Kubernetes, Docker, Gitlab CI, Hashicorp Vault, Grafana, Piano Analytics

Dev : Java (Spring), Angular, Javascript, Typescript, C#, Blueprint visual scripting, C++, SQL, Git

Engine : Unreal Engine 5, Unity 3D

Languages

English and French

Hobbies

Sports : Savate (French Boxing) and swimming

Video games : World of Warcraft (multiple CE) / League of Legends (GrandMaster + GameWard) / TFT / The Witcher 3

- **Multiplayer listen server** with session creation and joining via Steam
- Third Person Shooter mechanics developed using Blueprints
- Implemented Replication, animations and user interface

2023 CHOOSE YOUR ADVENTURE : *Interactive RPG fantasy open-world - Unity3D*

- Developed **Quests, chat, stats, combat system and NPC simulation in C#**
- Designed an interactive **role-playing experience in an open-world environment**

2022 MEMORY REACTION : *Mobile game for children based on memory - Unity3D*

- Developed an **Android application** focused on memory-based gameplay
- Implemented list and dictionary management
- Random image generation
- **Multi-language translation system**

