

# Timothée de Raucourt

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## EDUCATION

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### York University

*Bachelor of Engineering (B.Eng.), Specialized Honours in Software Engineering*

Relevant Courses: Computer Organization, Advanced Object Oriented Programming & Fundamentals of Data Structures

2023 - 2028 Expected  
Toronto, ON

## EXPERIENCE

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### Full-Stack Web Developer

York University Gaming and Esports

Jul. 2024 - Sep. 2024  
Toronto, ON

- Developed and maintained a React-based website for York Gaming and Esports, showcasing teams, players, events, and match results, enabling **3500+ club members** to access real-time updates.
- Automated backend job (server-side cron) to manage Instagram API token lifecycles, eliminating manual processes, reducing operational risk, and **saving 3+ hours/month** for club staff.
- Integrated Notion API to build a dynamic synchronization pipeline, automating real-time data updates (roster, staff, match data, events), which improved information accuracy and minimized admin workload.
- Refactored and hardened backend error handling architecture, isolating external API failures to ensure uninterrupted platform availability and increasing overall system reliability.

### Full-Stack Web Developer

Freelance

Apr. 2024 - Apr. 2025  
Remote

- Led end-to-end design and deployment of **4+ custom web platforms** for small businesses, leveraging Next.js and Tailwind CSS to deliver scalable, mobile-responsive solutions aligned to unique client needs.
- Managed the full client engagement lifecycle, from requirements gathering and technical scoping through iterative prototyping and feedback-driven delivery, ensuring high client satisfaction and rapid turnaround.
- Engineered web architectures with SEO best practices (SSR, semantic markup, image optimization), achieving top search rankings and enhancing organic reach for client businesses.
- Drove measurable growth for clients by securing first-page Google rankings for target keywords, generating **6,300+** search impressions and a **7.3% CTR**, translating to increased online visibility and business leads.

## PROJECTS

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### Perception – Spot the Tile

- Architected & launched a cross-platform mobile game in React Native and TypeScript, delivering seamless gameplay to **500+ users** and building a foundation for scalable, modular feature expansion.
- Engineered a dynamic, algorithm-driven level generation system enabling infinite, unique gameplay progression and maximizing player retention through endless content replayability.
- Applied advanced performance optimization strategies (memoization, state isolation, async patterns) to reduce UI re-renders, achieving a **32%** improvement in responsiveness and ensuring a lag-free user experience.
- Integrated analytics and user feedback loops to drive continuous improvement cycles, optimizing gameplay based on real user data and enhancing long-term user retention.
- Managed end-to-end deployment and maintenance, utilizing cloud-based CI/CD workflows (Expo, Firebase) to streamline updates and bug fixes with zero downtime.
- Coordinated beta testing with a focus group to gather actionable insights, rapidly addressing pain points to optimize initial launch quality.

## TECHNICAL SKILLS

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**Languages:** JavaScript, TypeScript, HTML, CSS, Python, Java, Lua, C

**Frameworks/Libraries:** Next.js, React, React Native, Node.js, Express, Framer Motion, TailwindCSS, JUnit

**Tools & Platforms:** Git, MongoDB, Postman, Figma, BASH, Unix