



Néo Huyghe

Backend
Developer

LOOKING FOR WORK-
STUDY

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Lens, France

neo-huyghe NhProGamer

PROFILE

Self-taught backend developer with **7 years of experience** (since I was 12), specialized in creating robust and performant systems.

I work mainly with **Golang** and **Node.js**, and I have designed numerous personal projects.

Currently in **BUT Computer Science 2nd year** in Lens, I combine academic training and practical experience.

My Added Value

Early Experience: **7 years of practice** since adolescence

Technical Watch: Rapid adaptation to new technologies

Self-taught: since I was 12, I never stop learning about IT subjects

My Development Philosophy

Simplicity is the ultimate sophistication

For more details, visit my portfolio site nhsoul.fr

SKILLS

Golang Python Node.js

Java C# Anglais B2+

TECHNOLOGIES

BACKEND

Node.js Python Golang Java

DATABASES

PostgreSQL MySQL Redis

MongoDB

FRAMEWORKS

Gin (Go) Express.js Wails

FastAPI Vue.js

TOOLS

Docker Git Linux NATS

EDUCATION

BUT Computer Science

IUT de Lens 2024-2026

2nd year in progress

Baccalaureate

Lycée Wingles 2024

SOFT SKILLS

- ✓ Autonomous learning
- ✓ Problem solving
- ✓ Technical curiosity
- ✓ Communication
- ✓ Team spirit
- ✓ Adaptability
- ✓ Creativity

PROJETS RÉALISÉS

BaggyDessine Training Platform

Complete backend/frontend development, authentication system and access codes, user management and progress. clown.school

Bleitsan E-Commerce Site

Simple automated E-Commerce site with Stripe, golang backend, vue.js frontend. bleitsan.fr

Online Werewolf Game (In progress)

Port & adapters architecture with WebSockets, real-time multiplayer room management and complex game logic.

BaggyDessine E-Commerce Site

Simple automated E-Commerce site with Stripe, golang backend, html, css, js frontend. shop.baggydessine.fr

Custom Minecraft Launcher (In progress)

Complete migration from Electron to Go/Wails, cross-platform native interface, profile and modpack management.

NatsBridge

Minecraft plugin and library for simplified NATS usage in the Minecraft ecosystem