



Adrien DE SEDE

📍 Lyon, France
✉ adrien.de.sede@gmail.com

WORK HISTORY

Cubyn
Senior Software Engineer, Tech Lead

Nov. 2021 - March 2024

Logistics service provider, specialized in e-commerce with operations all over Europe and a mission to make logistics sustainable and socially responsible. I was recruited after the company closed its 35M Series B with a mission to automate Cubyn's warehouses in order to improve margins, quality and lead time.

- Led 4-person Warehouse Systems & Automation team, overseeing full software lifecycle from ideation to production.
- Mentored 2 direct reports.
- Architected and implemented automated e-commerce fulfillment system integrating AGVs (Automated Guided Vehicles).
- Scaled from 0% to 60% of company-wide order volume.
- Built using Domain-Driven Design, Hexagonal Architecture.
- Tech stack: TypeScript, Vue.js, PostgreSQL, RabbitMQ, Microservices, Kubernetes

CityTaps

July 2018 - March 2021

Lead Embedded Systems Developer

Startup striving to enable fair access to running water in urban homes all over the world, using financial and technical innovation. The company's main product is a water prepayment solution relying on a smart LoRaWAN water meter built to last 10 years on a D size battery, without maintenance. Joined at seed stage with the main mission of scaling from a prototype to a reliable production-ready system.

- Scaled IoT device firmware from prototype to production, growing deployment from 300 to 10,000 units across 3 countries.
- Developed robust embedded system ecosystem.
- Wrote core firmware in C for STM32 microcontrollers.
- Developed supporting tools and services in Node.js and Python.
- Reviewed and optimized PCB design, BOM.
- Developed custom test bench and test frameworks to guarantee quality.
- Led technical architecture and specification for product iterations.

EDUCATION

42 Paris
Student

Sep. 2016 - July 2018

A very intensive programming curriculum focused on the C language, organised around successive projects and challenges that each highlight or deepen a particular programming concept. I also spent 6 month at the school's electronics lab learning about PCB design, firmware and embedded systems in general.

Among other things:

- Developed feature rich shell in C.
- Implemented Supervisor-like utility in Rust.
- Built a wireless mouse controlled by hand gestures.

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