



Nicolas DELAUNEY-GAUTIER

SOFTWARE ENGINEER | REMOTE

Contact

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skills

Languages

- > #{value}
- > #{value}
- > #{value}
- > #{value}
- > #{value}
- > #{value}

Languages

- > Kotlin
- > Javascript
- > Java
- > Dart
- > Go
- > Python

Superset

- > Typescript
- > Sass / Less

Frontend

- > Vue / Nuxt
- > Svelte(Kit)
- > React
- > Angular
- > Flutter
- > Vanilla

Backend

- > Ktor
- > Springboot
- > Express
- > FastAPI
- > RESTful
- > GraphQL

Databases

- > PostgreSQL
- > MongoDB
- > MariaDB
- > SQLite

DevOps

- > Gitlab CI/CD
- > Github Actions
- > Jenkins
- > Docker

Operating systems

- > MacOS
- > GNU/Linux
- > Windows

Spoken & Written

- > French 🇫🇷
- > English 🇬🇧

Hobbies

- > 🎬 Cinema

ABOUT ME

Curious and playful, I like to explore new perspectives, learn and share knowledge with my team, and produce quality software using the eXtreme Programming (XP) method. Being a software engineer means to me simplify the life of people by giving them a concrete solution to a given problem. I value particularly the user and like to put them at the center of any reflections around the product and the software.

WORK EXPERIENCES

MAY 2022

OCT. 2020











NOV. 2019

SEPT. 2019

JUL. 2018









JAN. 2018

Software Engineer | REMOTE








Continued the previous mission, adding the RCS channel to the platform. Implemented standalone cloud-based services in order to ease cross-team work. Maintained, modernised and provided support for the existing application.

Contractor | REMOTE






Integrated MMS and WhatsApp channels into a platform for sending personalized mass marketing messages. Implemented SonarQube, Gitlab pipelines, and front-end best practices. Holacracy structure, pair programming and TDD methodologies. Team management and supervision.

Contractor | MÉRIGNAC (FRANCE)









Developed a back-office system for creating e-commerce websites. Created an online software for submitting and reviewing funeral announcements. Maintained a software system for recording work hours.

Fullstack Developer | BORDEAUX (FRANCE)






Full-stack development tasks. Wrote IT-related blog articles (blog.arca-computing.fr).

Junior Developer | BORDEAUX (FRANCE)









Responsible for the back-office development of a field operations tracking software. Developed an advanced mapping module. Created a Sass/Vue Design System.

Junior developer frontend | PESSAC (FRANCE)



Implemented an automatic error highlighting module for a medical intervention data entry page.



EDUCATION

- 2018 Master degree in computer science | DOUAI (FRANCE)
Mines de Douai — Software & Communication Systems Engineering
- 2017 International exchange | PAISLEY (SCOTLAND)
UWS — HTML & Game development
- 2017 MOOC UX Fundamentals | AQUEST
thegymnasium.com

- > 📖 Reading (Science-Fiction)
 - > 🎮 Pixel art
 - > ⌨️ Mechanical keyboards
 - > 🕺 Lindy Hop (Swing)
 - > 🧑🏿‍🦺 Hiking
- Made with [ReLaXed](#) | See on [Github](#)

PERSONAL PROJECTS

Mercury
Budget Planner

 SQLite  Flutter  Vue

OVdB
Open Vehicule database

 Kotlin  GraphQL  Vue

Advent Of Code
1 year = 1 language

 Go  Dart  Deno