Fredhel KISSIE

Software engineer and Twitch streamer

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SKILLS

- Web development with JavaScript, ReactJs, Docker, SQL, Python, Django
- ReactJs with TypeScript. and Mobile app development with React Native and Flutter

EDUCATION

- Master Web & Data Architect at "école IPSSI" from 2021 to 2023.
- Bachelor's degree in Computerized Methods of Business Management (MIAGE) at the University of Rennes1, Graduated in 2021

SPOKEN LANGAGES

- · French (native)
- English (B2 level)

PROFESSIONAL AND PERSONAL EXPERIENCE

Lead Developper, Personal Project ZaneOps | from February 2024 to Today

Link: github.com/zane-ops/zane-ops

I created ZaneOps, an open-source self-hosted platform as a service for deploying and managing apps, inspired by projects like <u>railway</u>, <u>vercel</u>, and <u>coolify</u>. This project allow developpers who wish to deploy their apps on their own servers to not manage the CI/CD and configuration of their apps manually.

On this project I am responsible of these tasks:

- Defining and designing the architecture of the platform as well as defining the direction of the project and the features to implement
- Implementing the backend and API of the project, using <u>temporal.io</u> for the background jobs
- Promoting the project on Twitter with the account @zaneopsdev
- Mentoring Mocheriff, a junior dev who works on the front-end tasks

The project is made using Python and Django for the backend, <u>tested thoroughly</u> using integrations and unit tests where it mattered, with a documented openapi schema that is used to generate a typescript sdk and used by the frontend to make api requests, the frontend is made with vitejs and react.

Tech Stack: Python/Django, Temporal, Postgres, Docker, Vite, React and TailwindCSS

FullStack Developper, Personal Project Kisscam | From October 2021 to April 2022

Link: https://github.com/fredkiss3/kisscam

To diversify and animate my Twitch channel, I developed a podcast series and created a custom video call solution to support it. Here is what I did:

- Developped a custom video call solution using VueJS, WebRTC, to support a podcast series on my Twitch channel, created to diversify and animate my content.
- Designed and implemented features for seamless video calls with multiple hosts, ensuring stability for sessions exceeding 2 hours.
- Successfully hosted and streamed several <u>podcast episodes</u> on Twitch, leveraging the custom-built solution.
- Integrated a subscription model for other users using Stripe

<u>Tech Stack</u>: VueJS, NodeJS/Fastify, Socket.io, REDIS, Docker, Github Actions and Stripe

Frontend Developper, Internship and Apprenticeship monemprunt.com | from August 2021 to September 2023

Link: monemprunt.com

As a Frontend Developper at monemprunt, I had to work on several projects such as:

- Migrating <u>monemprunt.com</u> from Drupal to Gatsby and Strapi, and later deploying it on Google Cloud Platform
- Implementing a design system and component library for monemprunt which we reused on a many projects. Demo at https://mec-design-system.netlify.app/
- I was also made in charge to create a monorepo where we put all of our frontend websites and apps
- Developing new mortgage simulators as widgets for partners' websites to estimate monthly real estate mortgages, and if they need more info redirect to monemprunt.com. Demo: https://wai-mec-demo.netlify.app/
- Integrating various websites, including <u>pro.monemprunt.com</u>, a website for presenting all the services of monemprunt to their partners, presented at the "RENT", a real estate exhibition in Paris on Oct 20-21, 2021.

<u>Tech Stack</u>: GatsbyJS, Typescript, TailwindCSS, Strapi, Gitlab CI and Google Cloud Platform

Frontend Developper, Freelance contract and Full Time Job Modular Cloud | From September 2023 to May 2024

Link: explorer.modular.cloud

I was hired as a Frontend for ModularCloud as a freelance contractor first in September 2023 and then later as a full time developper starting november 2023. They make <u>Open Source</u> devtools for developpers who work with blockchains, the main product I worked on is a <u>block explorer</u> which allows users to inspect the data stored in the blockchains of their choices. my tasks were:

- The migration of our project from the <u>old design</u> to a new one, with the help of a designer to go with a new design system
- Worked on implementing a port of the app to Electron to distribute the app so that developpers could run a local version of the app
- Worked on improving the code structure of the app, alongside implementing and fixing performance issues as the app grew in features

<u>Tech Stack</u>: React, Next.js, Vercel, Postgres and Github Actions

FullStack Developper, Personal Project gh-next | from June 2023 to February 2024

Link: gh.fredkiss.dev

In this project, I aimed to recreate GitHub's UI and some core functionality from scratch using Next.js, tackling several key challenges along the way:

- Implemented the issue search page feature from scratch from the database design to the UI, reverse-engineering the backend structure to mirror GitHub's functionality.
- Enhanced the UI by designing a more effective keyword highlighting system in the search input.
- Developed custom authentication from scratch using session management, following <u>OWASP</u> security guidelines. you can find the Session class I implemented here.

<u>Tech Stack</u>: Nextjs, Typescript, TailwindCSS, postgresSQL, REDIS, Docker, Github Actions

FullStack Developper, Personal Project Thullo | From October 2021 to April 2022

Link: thullo.fredkiss.dev

As a challenge to hone my skills and to learn, I wanted to implement an application from scratch using nodejs and typescript for the API and React on the frontend by myself. I choose a project that would require me to build both a backend and frontend on <u>devchallenges.io</u> and set out to implement these features:

- Login with your socials (Github, Google)
- create projects ("boards")
- define tasks ("cards") and organize them in a list
- Invite members and assign them tasks
- Change the status of tasks (e.g.: to do, in progress, completed) and add labels to these tasks.

This project was done with a backend in ExpressJS using a <u>Domain Driven Design</u> approach, <u>fully tested</u> and a frontend in React using vitejs and React Query, both deployed to a VPS via Github Actions.

Tech Stack: React, NodeJS/ExpressJS, MongoDB, Sass, Docker and Github Actions

Frontend Developper, OSS Project QVGDS | August 2022

<u>Link</u>: https://github.com/d34fmute/qvgds/pulls?q=is%3Apr+author%3AFredkiss3+is%3Aclosed

The streamer <u>silvereledev</u> organised a charity event in December 2022 bringing together several streamers in the programming sphere of twitch for a 48H live-streaming marathon, called the <u>dev-event</u>, a nod to the <u>zevent</u> organised by twitch streamer Zerator. As part of this event, I participated in an open-source project to run the event: "WHO WANTS TO WIN SHITCOINS?" a nod to the tv game Who Wants to Be a Millionaire? but whose reward is a virtual currency called sh*tcoin.

I participated to the integration of the components in the <u>figma mockup</u>, in VueJS. This was my first <u>open source contribution</u> and to see the project being used live for a noble cause is a pride of mine.

Tech Stack: VueJS, PHP/Laravel