

# Vincent Prouillet

Full Stack Software Engineer

[prouillet.vincent@gmail.com](mailto:prouillet.vincent@gmail.com) | [vincent.is](http://vincent.is) | [github.com/Keats](https://github.com/Keats)

## Introduction

I am a developer with an entrepreneurial mind and a good eye for UX.

I have experience working remotely and in-house, both as a solo developer and in small teams and can jump in projects quickly.

## Experiences

- **Freelancer** – Remote – 2017-Now
  - Strolly.jp: rewrite of map viewer (2/3 lines of code, 1/4 gzipped size), rewrite of Android app in Kotlin, cleanup and improvemetn of the main Django site.
- **Director, We Are Wizards** – London/Remote – 2014-Now
  - Co-founded tech agency making MVPs for clients
  - Developed our own product <https://proppey.io> to make our proposal writing experience better wearing all hats: user testing, development, customer support.
- **Contractor** – London/Remote – 2014
  - Django developer, Timetric – London – 6 months**
    - Improvement/bug fixing of Excel <=> Postgres data transfers
    - Optimised a machine learning pipeline and Elasticsearch queries
    - Postgres tuning
  - Front-end developer, Service Trade – Remote – 2 months**
    - Added features/design to the tablet version of the app in EmberJS
- **Django/JavaScript/Go developer, Green Man Gaming** – London – 2013-2014
  - Maintained and improved the Green Man Gaming shop and Playfire (Django + jQuery)
  - Main developer of Playfire 4 Web: third-party javascript to interact with Playfire via widgets such as comments and Want button
  - Developed a Steam scraper in Go

More on LinkedIn: <https://www.linkedin.com/in/vincentprouillet>

## Side projects

**Tera:** Template engine based on Jinja2 and Django templates written in Rust

**Gutenberg:** Static site engine written in Rust