

# Vincent Prouillet

## Full Stack Software Engineer

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## 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 improvement of the main Django site.

### Director, We Are Wizards – London/Remote – 2014-2018

- Co-founded tech agency making MVPs for clients
- Developed our own product <https://propy.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

## Technical skills

Python (Django, Flask), JavaScript/TypeScript (React, Angular), Golang, Rust, Postgres