

Vincent Prouillet

Senior Software Engineer

hello@vincentprouillet.com | vincentprouillet.com | github.com/Keats

Introduction

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

I have experience working on projects with myself being the unique engineer as well as working within teams of multiple developers.

Experiences

Senior Staff Software Engineer, One Codex -> Invitae – Remote – 2019-2022

- Development of a genomes portal in Next.js for the frontend and GraphQL in Flask for the backend.
- Research and development (Rust) of a distributed genomic database using succinct Debruijn graphs and compressed bitvectors. Deployment with Kubernetes and Helm.
- Rewrite of backend tools in Rust: focus on reliability and performance.

Freelancer – Remote – 2017-2019

- 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.
- Pitchup.com: worked on the new frontend in Vue/GraphQL, cleanup and improvement of the Django backend

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

- Co-founded tech agency making MVPs for clients
- Developed our own product, Proppy, 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>

Technical skills

Rust, Python, JavaScript/TypeScript