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Experiences

Mention Solutions - 2015->Today

- I started there by an audit of their iOS app, it led to a complete refactoring, migrating from objective-C to Swift, reducing dependencies and reworking UX and UI with the help of the designer
- Next step was to extract the business logic into an SDK. This served two purposes, architecting the app into separated separated "front" and business parts, and preparing for future applications depending on the same APIs
- API is a mix of REST and GraphQL, of course I much prefer GraphQL over Rest 📄 Btw, the GraphQL implementation was completely custom made to avoid those huge generated files that Apollo outputs 📄
- Realtime with WebSockets, customers love this
- Lots of RnD, for potential side apps, custom charts, animations, UX experiments, SwiftUI 📄, data persistence, React Native and much more (can't tell everything right ? 📄)
- Overseeing the development of the Android app too, I wish I had more time to dig into that part, Kotlin is fun too
- Recruiting the new Android dev in 2019, and so creating Android and Kotlin challenges for the candidates
- And mentoring and managing the wonderful Android developer that joined us last year
- Working with our VPE to adapt and make good use of Medium's Engineering Growth Framework (btw, hmu if you want to talk about that)
- Member of the company's CSE, and working through that CoVid19 crisis was no walk in the park 📄
- And now, well, now I work on the WebApp as a ReactJS developer, it's fun but not as fun as making good Mobile Applications

RotorMatch - 2016->2017 (learn more)

- Co-Founder, and all the non tech thing that came with it
- Drone racing event organisation
- Race timing system development
 - Embed system for captation
 - Swift app for data reading and backend synchronisation (custom UDP library inside)
 - Web app for race control center
 - Live streaming to multiple platform, including our own RotorTV
 - Multiple onsite projection platforms for Public and Participants (I can't count how many Raspberries we had then 📄)
- Event planning platform
- Ticket booking platform
- Hardware
- NFC and RFID
- Reverse engineering diverse custom protocols to improve our services (thanks Epitech for telling me about Endianness 📄)

Education

Epitech - 5 years

- Five intense years of studies in Lille, Paris and abroad
- Touched about anything from ASM to C#, from Heavy traffic back-end to video games, from HelloWorlds in too many languages to trading bots (that lost us too much money, don't try this at home kids)
- We landed a cool shout out for Windows and Xbox for our 3rd year project
- Learned the (very) hard way to code alongside a strict norm
- Managing small teams since year 1

- Learning that team diversity won't be achieved easily, and that it is the best way to have a team that grows stronger

北京交通大学 (Beijing Jiaotong University) - 1 year

- Mostly working on our final project, when we were not exploring the country ;)
- Learn the bases of Mandarin, but I still can't write nor read Chinese
- Watch the wonderful WWDC Keynote of 2014 and start working on my first Swift app 10 minutes after that (yes, at 3am Beijing time ☹️)
- Develop a GPS driver for an embedded app project, and learn that Chinese GPS is shifting coordinates, that's crazy ☹️

Skills

Of course I do iOS applications, but I'll be happy to do something else, like a macOS/watchOS application ☹️ Anyway, this is not an exhaustive list, ask me about what you need, I'll be frank and tell you if I can't do it, promise. Nothing can't be learnt with the proper resources. You know support for Swift on Windows will soon be a thing officially? I wonder which UI library will be best to use then.

- UIKit, Dispatch
- SwiftUI, Combine
- WebKit, SafariServices
- ARKit, AVFoundation, AVKit, CoreImage
- MapKit, CoreLocation
- Vapor
- UX design
- Android, Kotlin
- JS, ReactJS, Flow, Redux

Projects to check ?

For now you can check those small projects, they have been done during "LevelUp" time we setup at Mention, usually every Friday afternoon.

- ChartsUI, a small charts library in SwiftUI, with animations (only has Donuts charts for now)
- ARMon, an ARKit demo, placing 3D Pokemons on playing cards

What else ?

I love photography, I'll probably have my camera with me when we meet. I drink (a lot of) tea, so I need space on my desk for at least 3 pots of tea leaves and a cup. I'm married, and expecting a first child very soon. Big challenge ahead ☹️ I'll be nice if you are, but I'll also speak my mind when I need too. I really really like to work UX with designers, and talk about improvements with the product team. Please talk to me if you have a complaint, I'll listen and improve (unless you don't like the smell of tea, then it's too bad for you ☹️) Resumes are a terrible thing Remote work allows for more efficiency and a better work/life balance, consider it ;)

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