



Franck MAUSSAND

BLOCKCHAIN DEVELOPER

Passionate about computer science, I have worked in industrial computing, multimedia, and web technologies.

Today, I specialize in **Rust** and **blockchain**.

Curious and creative, I approach projects with an original and unconventional approach.

EXPERIENCES

BLOCKCHAIN PROJECTS

2023 - Now

- Technical publications on blockchain - [Medium](#)
- Select0r: Optimized EVM function name calculation - [GitHub](#)
- Anchor Build Fixer : Resolves build errors - [GitHub](#)

RUST ANCHOR SOLANA SOLIDITY ETHEREUM BASH LINUX YAD

DATA MIGRATION

2021 - 2022

Ifremer

- Reverse engineering
- Logique d'extraction et de migration des données
- Data extraction and migration logic

PHP 7.4 COMPOSER MYSQL ORACLE WEB SERVICE DOCKER ALFRESCO LASCOM

FAMILY CAREGIVER

2014 - 2019

- Preservation of the independence of relatives at home

ECOMMERCE DEVELOPMENT

2011 - 2018

Ultra-Prod

- Development of a complete B2B e-commerce solution
- Certified Silver Partner at PriceMinister with ECE service
- Customer awards at Rakuten Campus 2013: Best Hi-tech seller and best use of Rakuten Ads
- Strong experience with web services of major marketplaces (Amazon, eBay, PriceMinister, ...) and suppliers
- Exertis order workflow for Rakuten TV
- Creation of a web service, Prestashop plug-ins

PHP 5.6 MYSQL LINUX WEB SERVICE E-COMMERCE PRESTASHOP SOAP REST CSV XML

EDUCATION

ALYRA SCHOOL

- Solana Foundation Bootcamp 2024
- Développeur Blockchain [/](#) [/](#) 2023

UDEMY

- Docker Essentials [/](#) 2024
- Advanced Solidity : Gas costs optimization [/](#) and Yul [/](#) 2023
- The Complete Rust Programming Course [/](#) 2023

MICROSOFT VIRTUAL ACADEMY

- WebGL 3D with Babylon.js 2019

GRETA

- Formation création et développement des entreprises 2004

AFPA

- Analyste Programmeur en Informatique Industrielle 1993

LYCÉE JEAN PERRIN

- BTS Informatique Industrielle 1988
- BAC Électronique 1986

LANGUAGES

French: Native

English: Professional

SKILLS

BLOCKCHAIN

- Solana, Anchor, Playground
- Ethereum, Solidity, Yul
- Truffle, Foundry
- Web3Js

LANGUAGES

- Rust
- C, C++, Pascal
- PHP
- Bash, Lingo, MaxScript, M4
- MC 68000, PIC 12F675, PIC 30F2011
- Solidity, Yul

WEB

- PHP, Compose, MySQL
- HTML, CSS, Chakra-UI
- REST, XML
- Web Services

3D

- ShockWave3D, Lingo, OpenGL
- WebGL, BabylonJs
- VRML
- 3DS Max, Blender, Amapl

TOOLS

- VSCode, Docker
- LabWindows/CVI
- Git, GitHub

SOFT SKILLS

- Creative
- Inventive
- Organized
- Cautious
- Autonomous
- Curious
- Straightforward

INTERESTS

- Artistic Drawing
- Cinema
- Paintball
- Traveling

ANALYSIS OF NOISE AND VIBRATIONS

2005 - 2011

De Kerac

- Maintenance and evolution of the main client tool
- GUI, client/server communication, real-time display
- Programming microcontrollers PIC 12F675 & PIC 30F2011
- Specific developments for SNECMA and ONERA
- Real-time signal extraction; A400M engine adjustment
- Generation of optical pattern generator

C MICROCHIP PIC LABWINDOWS CVI DSP ASSEMBLEUR XML

WEB, 3D, SERIOUS GAMING, R&D

2002 - 2005

SuperSonique Studio

- Maintenance and enhancements of the main client tool
- GUI, client/server communication, real-time display
- Programming microcontrollers PIC 12F675 & PIC 30F2011
- Custom developments for SNECMA and ONERA
- Real-time signal extraction; engine adjustment for the A400M

PHP MYSQL C, C++ ACTIONSCRIPT, FLASH SHOCKWAVE 3D LINGO 3DS MAX

ANALYSIS OF NOISE AND VIBRATIONS

2002

De Kerac

- Specific C developments for AEROSPATIALE

C LABWINDOWS CVI XML

R&D, 3D, SERIOUS GAMING

2000 - 2001

ETI Corporate

- Development of a multi-user interaction engine
- Object-oriented design of a C/C++ framework
- Scripting and analysis of games
- 3D animations and interactions

C, C++ JAVA SHOCKWAVE 3D LINGO 3DS MAX VRML

ANALYSIS OF NOISE AND VIBRATIONS

1997 - 2000

De Kerac

- DSP 320C44 development, real-time data acquisition
- Maintenance, HMI, real-time display

C LABWINDOWS CVI DSP SUN OS

ELECTRONIC MANAGEMENT OF DOCUMENTS

1996

DCI

- Maintenance of electronic document management software
- Operation of a camera, image acquisition and processing

C, C++ GEIDE ACCUSOFT LEADTOOLS

INFOGRAPHIE

1993

Spiralis

- Development of a graphic file conversion software
- Various computer maintenance and development

C PASCAL I386 IMAGE PROCESSING