Louis CAD

Looking for a Developer Relations position focused on Kotlin Desired contract: Part-time

Email: louis.cognault@gmail.com

Phone: Ask via email

Currently located in Tours, France

See my work on GitHub: github.com/LouisCAD

See my Twitter @Louis_CAD

What I love

At work, on projects, and generally speaking

Innovating, ideating, and contributing to what I believe in.

Simplifying complex things

Questioning the status quo

Expanding my knowledge, and sharing it back Spreading improvement (and scaling it with software where applicable and appropriate) Keeping relationships and people healthy

Technical things, so long they are useful Ensuring attention is paid to the important

details

Efficiency (energy, time)

Helping others, in my social circle and beyond Having fun while doing all of the above

In software development

API design

OSS projects contributions and authoring Pair-programming and collaborating Reliability, efficiency, and maintainability Inspiring people (developers or not) Kotlin

Activities/hobbies

Science (learning and using) Understanding people in depth (sometimes) Recumbent cycling (that's also how I commute)

Lego technic (custom builds)
DIY (including electronics)

Experience

Open source authoring

<u>Splitties</u> (set of mini libraries for Android & Kotlin Multiplatform development), 1.8K stars on GitHub

refreshVersions, Gradle plugin, almost 1K stars CompleteKotlin, 161 stars since release in June 2021

<u>beepiz-external-control-example</u> (IPC on Android)

<u>BleGattCoroutines</u> (Bluetooth Low Energy

GATT client for Android)
Draft projects: <u>CameraCoroutines</u>,
BleScanCoroutines (draft)

2014-2021 Android app developer at Beepiz (fulltime)

Technologies used

Java 7 (mostly until 2016) Kotlin (starting v1.0.4) Kotlin coroutines (since 2017) Gradle (including Gradle plugin development)

Tasks

Made 7 production apps (alone) Ensuring the reliability of 2 life critical apps Leveraging accelerometer data across many different devices

Managing/replacing self-induced legacy code Providing a user permission guarded IPC API for customer Android apps to control ours Keeping Beepiz energy-efficient

Public speaking

Gave 13 talks (6 in ■ and 7 in □) on Kotlin, coroutines, Android, and WearOS between 2017 and 2021 at conferences like Android Makers, Talking.kt, Mobilization (PL), and FOSDEM, and at various meetups Was invited to 3 podcast episodes: Android Leaks twice, and The Developers Bakery once

Achievements

Issue reporting

Reported 190 Kotlin issues on YouTrack, with 107 resolved to date Reported 270 issues on Google's/Android's issue tracker, with 70 fixed to date

Recognition

Google Developer Expert for Kotlin since 2020

Skills (general)

Communication

Languages

Fluent in English, French native Good at spotting misspellings and typos (incl. own) Comfortable speaking publicly

Presentation tools

Mind mapping tools Keynote with animations Google Slides

Vector graphics

Familiar with Sketch (macOS app) Affinity Designer (light user so far) Can write SVG path data by hand

3D modeling

Familiar with Shapr3D (iPad & macOS app), with it, I can model the Kotlin logo in under 30s Getting started with Fusion 360

Made in Kotlin with Compose for Web See the code and the Android version on github.com/LouisCAD/ResumeComposition

Skills (software development)

Concepts

Binary, hexadecimal representation Backwards and forward compatibility Code reuse Code readability Code and systems malleability Maintainability Migration Defensive programming

Kotlin

Coroutines (in depth)
Multiplatform library development, including
Kotlin/Native
Scripting, partial and full automation
Gradle plugin development (build automation)

Android

Specific skills

Making entire mobile apps
Making WearOS apps and WatchFaces
IPC (inter-process-communication)
Extensive knowledge about Android dev
history

APIs I'm familiar with

android.view (programmatically)
Jetpack Compose
BLE (BluetoothLeScanner & BluetoothGatt)
SensorManager
Camera2
Most of AndroidX
Several/many other Android platform APIs

Experimenting with

Swift, and Kotlin/Native interop iOS dev, including programmatic UIKit Compose for Web, and Compose for Desktop