

MATTHIEU DAULHIAC

FULL-STACK ENGINEER – FREELANCE



Shanghai, China



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SKILLS

Front-End Development

- ◆ Javascript, Typescript
- ◆ React, NextJS
- ◆ CSS, PostCSS, Tailwind

Back-End Development

- ◆ NodeJS, NestJS
- ◆ PostgreSQL, MongoDB
- ◆ TypeORM, Prisma
- ◆ RESTful API, Websockets

Infrastructure & DevOps

- ◆ Docker, AWS (EC2, S3), ArgoCD
- ◆ CI/CD with Github Actions

Project Management

- ◆ JIRA
- ◆ Agile/Scrum methodologies

Languages

- ◆ French – Native
- ◆ English – Fluent
(TOEIC 900/990, 2019)
- ◆ Chinese – Intermediate
(HSK 4+)

HOBBIES

- ◆ Game development (Godot)
- ◆ Gaming, Board Games, Chess
- ◆ Cinema, Reading, Sci-Fi
- ◆ Running, Hiking, Bouldering

ABOUT

I'm a full-stack software engineer with experience in React, Node.js, and modern web technologies. I'm currently open to freelance opportunities for short-term projects where I can bring quick impact and deliver high-quality results.

EXPERIENCE

SENIOR SPECIALIST SOFTWARE ENGINEER – On

Jan 2024 – Present | Full-time

- Developed and maintained On's internal B2B commerce platform, focusing on product data management and admin tooling.
- Built scalable APIs using NestJS and TypeScript to support various internal applications across the company.
- Designed and implemented a modern admin panel to manage users, product catalogs, and data flows.
- Led structural refactoring efforts to improve maintainability and modularity of the codebase.
- Increased test coverage and strengthened CI/CD pipelines for faster and more reliable delivery.
- Implemented seasonal data ingestion pipelines for product launch cycles.
- Delivered optimizations and dedicated solutions tailored for the Chinese market, improving performance and localization.
- Collaborated cross-functionally with product managers and regional teams to ensure business goals were met.

Technologies: React, NestJS, TypeScript, PostgreSQL, REST APIs, Websockets, Docker, GitHub Actions, ArgoCD, CI/CD, AWS, Alibaba cloud

FRONT-END REFACTORING – WrappedPunks

July 2023 | Freelance Contract

- Leading the refactor of the whole front-end application for the pioneer web3 project WrappedPunks. Using NextJS, ChakraUI, Wagmi, Alchemy and our custom parser.

Technologies: NextJS, ChakraUI, Wagmi, Alchemy

FULL-STACK & BLOCKCHAIN ENGINEER – Ozu

Sep 2022 – Oct 2023 | Freelance Contract

- Built a webcomic platform using NextJS, integrating NFT minting, wallet auth (Metamask) and creator tools.
- Led blockchain development: designed and tested smart-contracts (Solidity, Hardhat)
- Contributed across the stack, front-end app, admin panel, and back-end server
- Delivered intuitive UX for readers, creators and internal use

Technologies: NextJS, NestJS, Solidity, Hardhat, Typescript, PostgreSQL, Wagmi, Jotai

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FULL-STACK ENGINEER – FREELANCE

FRONT-END & BLOCKCHAIN ENGINEER – Blanknetwork

Dec 2021 – Sep 2022 | Freelance Contract

- Developed the core web application for blank.art, an NFT gallery platform showcasing curated digital art.
- Built user-facing features for browsing and purchasing NFTs using React.js, Typescript and styled-components.
- Designed and implemented the creator dashboard to streamline NFT collection setup for artists.
- Developed admin tools to manage artists, control access permissions and facilitate new artist onboarding.

Technologies: React, Typescript, styles-components, Web3, Ethers.js, Git, Figma

OTHER PROJECTS

GAME DEVELOPER – Godot Wild Jam #63

Nov 2023 | 1-week Game Jam | Theme: “Cats”

- Joined a remote team of four (artist, sound designer, concept lead and myself as lead developer) for a one-week game jam – first game jam and game dev experience for all.
- Took charge of full implementation using Godot, learning the engine from scratch and building core systems under tight deadlines.
- Developed a fun and chaotic 2D top-down game where players lure a cat with laser pointer to destroy furniture while avoiding humans.
- Designed and implemented a basic pathfinding algorithm to allow the cat and humans to move intelligently through the house, along with state machine.

Technologies: Godot Engine, GDScript, Git, itch.io

FRONT-END & SMART-CONTRACT DEVELOPER – NFT Collection

2022 | Personal project, unreleased

- Built hobby project to explore the technology and hype behind NFTs with minting website and suite of solidity smart contracts.
- Created a rarity generation system with Python scripts and hand-drawn assets

Technologies: HTML, CSS, vanilla javascript, python, web3, solidity

EDUCATION

CHINESE LANGUAGE STUDENT – Shanghai Maritime University

2021 – 2023 | Intermediate level, Chinese for business

EXCHANGE STUDENT IN MECHANICAL ENGINEERING – Shanghai JiaoTong University

2019 – 2021 | computer vision, machine learning, mechanical engineering

MASTER DEGREE IN MECHANICAL ENGINEERING – Arts et Métiers ParisTech

2018 – 2021 | mechanical engineering, industrial engineering, computer science basics