



HUGO MOLLE - EMBEDDED SOFTWARE ENGINEER

📍 WA - USA (U.S. & French Citizen)
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CAREER PLAN:

I aim to develop simple, efficient, and maintainable embedded software solutions that power complex systems. My focus is on mastering low-level programming skills and leveraging them to drive innovation and advance technology.

WORK EXPERIENCE:

Pellenc SA (Pertuis, France) - manufacturer of winemaking equipment

4 years, 10 months



System Engineer - Embedded Software

July 2022 - June 2024

- Pulve EOLE 2000/3000 - C++, Qt, CMake, Linux, Git, ARM, Agile

- During this project, we added radar height control sensing to enable the spraying tool to function effectively, even when the ground is covered with vegetation. This enhancement resulted in up to 20% improved spraying accuracy.
- Additionally, I developed software to control the product recycle loop, reusing up to 40% of otherwise wasted product.
- We also focused on developing non-regression tests, which significantly improved our response time to bug fixes and greatly enhanced the trust relationship with our field test technicians.
- This trust was further increased by the updated and organized documentation we developed.

Junior Embedded Software Engineer

September 2019 - July 2022

- Spion - C++, Qt / Qml, SfmL / ImGui, Makefile, Linux, Git, ARM

Designed and developed a tool to reduce development and debugging time by providing real-time telemetry and enabling the writing of properties to variables in a program running on an embedded device.

- Mode Analyse - C++, Qt, SfmL / ImGui, Cmake, Linux/Windows, Git, ARM

Developed an introspection tool that enabled technicians and developers to visualize the behavior of object classification algorithms, improving the tuning of classification parameters for specific grape varieties.

- JsonEditor - C++, Qt / Qwidget, qmake, Git, ARM

Designed and developed a tool with a user-friendly interface that enables technicians to edit JSON configuration files directly on an embedded device, eliminating the need for software engineer intervention.

ADDITIONAL EXPERIENCE:

Internships

TDF(Paris) : Python, Django, Git

Improved "on-call day" app by implementing an automated emailing feature.

PELLENC SA : Python, Geany, Git, Embedded Linux

Developed software to control a 2-axis system and record wind speeds for tuning air dispersion of a blower.

Personal Projects

cpp test library : C++ (available on my github)

recall (android game) : Godot (available on my github)

TECHNICAL SKILLS:

Languages : C/C++

Frameworks and Libraries : STL - Qt

Tools : GDB - Git - Visual Studio Code

System : Linux (debian / arch) - Windows

French + English (native speaker)

Methodology : Agile, V-Cycle

EDUCATION:

Master's degree - Software Development

ESIMED - Marseille (France)

September 2022

Software Engineering - Database Administration - Project Management

skills : (C, C++, Java, C#, JavaScript, REST API, MySQL, Linux shell, Windows PowerShell)

REFERENCES:

Available upon request.