HUGO MOLLE - EMBEDDED SOFTWARE ENGINEER

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🌐 molleware.github.io   in www.linkedin.com/in/hugo-molle   ⊙ github.com/MolleWare

CAREER PLAN:

Focused on creating dependable, well-tested software that helps complex systems stay efficient and reliable. I take ownership of my projects and continue growing so I can contribute across different areas.

WORK EXPERIENCE:

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

5 years   July 2022 - June 2024

System Engineer - Embedded Software

- **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.

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)

Interest

- Rock-Climbing - Bicycling - Trial Motorcycling
- Car and Motorcycle Repair - Wood-Working

EDUCATION:

Master's degree - Software Development

ESIMED - Marseille (France)   2019 - 2022

Software Engineering - Database Administration - Project Management

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

TECHNICAL SKILLS:

Software Skills:

Languages : C/C++
Frameworks and Libraries : STL - Qt
Tools : GDB - Git - Visual Studio Code
System : Linux (debian / arch) - Windows

Analog Skills:

French + English (native speaker)
Methodology : Agile, V-Cycle
Industrial machinery maintenance and repair
Welding
3D Printing

Core Skills:

Process documentation / Prototype-to-production workflows / multidisciplinary collaboration / Process improvements / Ownership and accountability
Systematization or automation / Supporting manufacturing / operations / Documentation / Field Testing / Detail orientation / Customer communication
Fabrication & Tooling / Systems Programming / Troubleshooting / Non-Regression Tests / Continuous improvement mindset

REFERENCES:

Fabien Bourgeais   Research and Technology Engineer

Fabian Mannier   Embedded Software Engineer

Ludovic LLucia   Embedded Software & Research Engineer