

POL THOMAS

Software Engineer

React / Vue / Node / TypeScript

PROFILE

TypeScript front-end specialist becoming full-stack, focused on clean code for scalable projects

CONTACT

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SKILLS

- React.js (React, Next)
- Vue.js (Vue 2, Vue 3, Nuxt)
- React Native
- TypeScript
- Node.js (Express)
- Tests (Jest, Cypress, Playwright)
- Style (SASS, BEM, Tailwind, MUI)
- Agile (Scrum, Kanban)
- And more :)

LANGUAGES

- French (Native)
- English (Advanced)
- Spanish (Beginner)

EDUCATION

- Front-End Application Developer
OC (2019 - 2020 | Nantes, France)
- Sound Designer (Video Games)
ISTDS (2012 - 2015 | Montreal, Canada)

AWARDS & HONORS

- Supabase Hackathon | 2023
- Ubisoft Game Challenge | 2013

PROFESSIONAL EXPERIENCE

PEPPERBAY | 2023

React.js Developer – Nantes, France

- Developed the CRM software “Octappus” (with React.js)
- Worked on the PWA aspect of the application
- Managed offline mode (with React Query and PWA)
- Conducted end-to-end testing (with Playwright)

CAISSE NATIONALE D'ASSURANCE MALADIE | 2023

Vue.js / Node.js Developer – Remote

- Developed a POC UI inspired by RunDeck workflow
- Replaced the designated developer mid-project
- Worked independently on the Front-End (with Vue.js)
- Paired on the Back-End (with Node.js and Express.js)

L'ORÉAL | 2021 – 2023

Vue.js Developer – Nantes, France

- Developed white-label mobile web applications (with Vue.js)
- Created a CMS to customize group brands apps (with Firebase)
- Established a component library (with Storybook)
- Maintained code with unit testing (with Jest)

FRUITEO | 2021

React Native Developer – Remote

- Developed a mobile app for internal car rental inspections
- Independently handled the entire Front-End for Android and iOS (with React Native, TypeScript, Android Studio, Expo)

DEMAPP | 2020 – 2021

React.js Developer – Nantes, France

- Developed a web app for professional movers (with React.js)
- Created the Demapp website for individuals (with Tailwind CSS)

TRIBERS | 2020

React Native Developer – Remote

- Developed the MVP of a personal assistance and self-development mobile app (with React Native)
- Contributed to the team's React Native skill enhancement

MISCELLANEOUS | From 2019

Web Developer – Remote

- Created various showcase websites (with Low-Code platforms)
- Participated in open-source and hackathons to enhance skills

UBISOFT | 2015

Sound Designer – Montreal, Canada

- Worked on the games “Watch Dogs” and “Far Cry Primal”
- Integrated sound effects to enhance player immersion