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Work Experiences

Android SWE at Lyft / Jun '16 - Nov '17, San Francisco, USA / Since Nov '17, New York, USA

Since I joined, my focus has been to solve passengers' issues before they get into a car. From placing a request to finding their driver, my team helps solve some of the most painful and complex ridesharing issues.

As an engineer, along with building features and refactoring our codebase, I am also part of our product process. I help my team make decisions, analyze data and run experiments.

I am also lucky that I have been given the opportunity to observe the following company growth:

- Being part of an IPO
- > 1500% weekly ride increase over 4 years
- Staff increase of 5x (now 5K employees)
- · Android team scaling from 15 to 75 SWEs

Software Engineer at Coshx Labs / Nov '14 - Jun '16 / San Francisco, USA



Coshx Labs is a dev shop. I built entire mobile applications on both iOS and Android, as well as a few APIs. I created a few mobile libraries and wrote multiple posts for the company's blog.

I was also an external consultant a few times, where I helped customers improve their Android codebase and tooling.

Les À-Côtés

Volunteer teacher at Rails School / Mar '15 - Dec '16 / San Francisco, USA



I was teaching classes at the Rails School about various topics such as classic algorithms, new technologies, web and mobile development. I was also a regular student.

Hacker at Launch! Festival / Mar '15 / San Francisco, USA



With my 4-person team, we built a website and an Android application within 48 hours. We were short-listed in the top 15 of the competition, among 130+ teams.

Skills



Proficiency

Education -