

Alexandre Djerbetian

Full Stack Software Engineer

#TDD #DDD #SOLID #Agile #CleanCode #Craftsmanship
Software engineer with 4 years of experience in web.
Looking for projects with legacy and scalability challenges.

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EXPERIENCE

Software Architect

7/2018 – ongoing

360Learning (30 developers)

- **Evangelized clean code principles**
 - Increased test coverage from 25% to 70% with a simple testing framework
 - Reduced average function size from 19 to 8 lines
 - Reduced average number of function arguments from 1.6 to 1.2
 - Empowered squads with domain driven design initiatives
- **Guest speaker in other companies**
 - At *Evaneos* (40 devs):
Presented *Clean Architecture* and the main concepts of *tactical DDD* (see youtu.be/bT4fnb7XcuA - French)
 - At *Algonomia* (4 devs + 3 domain experts)
Explained how to protect the business from technical decisions, from low level clean code techniques to high level architectural guidelines
- **Trained the team**
 - Held monthly team seminars on code architecture and practices
 - Animated a book club on coding books and online conferences
 - Onboarded 6 new members, and confirmed 4 after their probation
 - Took 4 colleagues to the dotJS 2019 conference
- **Improved tooling with DevOps concerns**
 - Migrated 5 repositories to a single monorepo
 - Automated the app deployment on 5 servers

CTO

1/2017 – 2/2018

Libheros (5 developers)

- Hired, managed and trained a team of 5 developers
- Established systematic code reviews for all
- Structured 4 projects: an api in NodeJS, a website in php, an admin platform in Angular, and a mobile app with ionic
- Built a team spirit with a weekly seminar on Clean Code

Freelance Web Development

3/2016 – 9/2016

PwC

- Created an online fiscal visualization tool for new European regulations
see vision-cbcr.pwc.fr
- Worked directly with the Partner in frequent agile-like cycles

C++/OpenCL Programming Intern

2/2013 – 7/2013

e-on software

- Implemented a parallel Path Tracer for 3D rendering on GPU
- Read state-of-the-art papers on high performance ray tracing

EDUCATION

Master of Research in Geometry Processing

Technion (Israel)

2013 – 2016

Submitted a paper to SIGGRAPH on a new finite elements basis for vectors fields on triangle meshes.

Engineering Degree in Computer Science

Ecole Polytechnique (Paris)

2010 – 2014

TECHNOLOGIES

TypeScript NodeJS VueJS

Cypress git Docker WebStorm

Mongo SQL Bash Linux Java

Kotlin Cucumber Matlab C/C++

FAVORITE BOOKS

Clean Code book series

Growing Object-Oriented Software

Domain Driven Design

Design Patterns

PROJECTS

• Seminar on architecture (French)
youtu.be/bT4fnb7XcuA

• Quotes from coding books
alexandre.djerbetian.com/quotes

• The Payroll Case Study
github.com/adgerbetian/bobs-payroll

OTHER INTERESTS

✓ **Teaching Math:** Taught 2 classes of ~30 pupils for a full academic year in middle school

🎬 **Film directing** 🎤 **Singing rock** 💃 **Dancing rock** 🎹 **Classical piano** 🏠 **Politics & Geopolitics**