
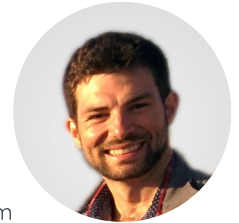


# Alexandre Djerbetian

## Full Stack Software Craftsman

Software engineer & architect with 4 years of experience.  
I want to have a measurable impact on the end user, while  
maintaining the highest standard of code clarity and performance.

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## EXPERIENCE

### Software Architect

7/2018 – ongoing

#### 360Learning (30 developers)

Online learning platform - Leader in France  
Stack: NodeJS, VueJS, MongoDB, Docker, TypeScript, Linux

- **Lead backend architect**
  - Structured a *Notification Center* around *Event Sourcing*
  - Empowered squads with domain driven design initiatives
- **Improved tooling with DevOps concerns**
  - Migrated 5 repositories to a single monorepo
  - Automated the deployment on 5 Linux servers
  - Created a **CI pipeline** on GitHub / Azure
- **Evangelized clean code principles**
  - Increased test coverage from **25% to 70%**
  - Reduced average function size from **19 to 8 lines**
- **Trained the team on state-of-the-art coding practices**
  - Held a **monthly book club** on code architecture and practices
  - **Onboarded 6 new members**, and confirmed 4 after their probation
  - Organised our attendance to the dotJS 2019 conference
- **Guest speaker in other companies**
  - See [youtu.be/bT4fnb7XcuA](https://youtu.be/bT4fnb7XcuA) for the talk at Evaneos (40 developers)

### CTO

1/2017 – 2/2018

#### Libheros (5 developers)

Early stage startup - equivalent of Doctolib for nurses  
Stack: NodeJS, AngularJS, Angular, Ionic, MySQL, php

- **Hired and managed a team of 5 developers**
  - Established systematic code reviews
  - Built a team spirit with a weekly seminar on Clean Code
- **End to end technical leader**
  - Structured the api, the client website and mobile app, the admin platform
  - Regularly met end users to redesign functionalities

### Freelance Web Development

3/2016 – 9/2016

#### PwC

- Created an online fiscal visualization tool for new European regulations

### 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

## OTHER INTERESTS

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

 **Singing Rock:** "Caus' I'm a TNT!"

## 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](https://youtu.be/bT4fnb7XcuA)

 Quotes from coding books  
[alexandre.djerbetian.com/quotes](https://alexandre.djerbetian.com/quotes)

 The Payroll Case Study  
[github.com/adjerbetian/bobs-payroll](https://github.com/adjerbetian/bobs-payroll)