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Antoine d'Otreppe de Bouvette

About me

I'm willing to make a difference, to make things that are actually useful. Saving time, empowering people, saving precious earth resources are the key goals.

I love working with a number of different technologies, although I'm focusing on iOS and mobile development in general. Open source is my thing, and I wrote free software for years before I started working as a professional.

I'm most comfortable with Agile and Scrum methodologies, and absolutely love working with git and github. I'm focused on what I do, yet I can step back with ease to look at the bigger picture. I always try to bring quality and value to the product I'm building.

I would happily take my bicycle to work and work from home.

Work experience

Aug '13 — Now	iOS (ObjectiveC + HTML5) developer PlayStation 3 (Javascript) developer at Sony
July '11 — July '13	iOS developer Functional Analyst & Information Architect at Emakina Group
Feb '11 — May '11	(internship) Configuration System Developer at Université Catholique de Louvain
Feb '10 — May '10	Tutor for the "Service d'Aide à la Réussite" (student coaching) at Haute École Léonard de Vinci

Education

2008 — 2011	Bachelor's degree, Computer Science at Institut Paul Lambin (Haute École Léonard de Vinci)
Early 2010	Training in coaching techniques and mental gestures at Haute École Léonard de Vinci

Key technologies

Languages / Technologies

Mobile development	• iOS • HTML5 • Android
Web development	HTML5PHP (Silex, Symfony), Facebook applicationsJava (Spring, Hibernate)
Systems / Utilities	 Python Ruby Bash C/C++ Perl
Other	XML (XPath, XSL) SQL 2003 Assembly Haskell

Languages

French Mother tongue

English Full professional capabilities

Dutch Basic user