## John Doe

## Freelance Backend Developer | Golang, TypeScript

Paris, France

johndoe@proton.me | Github | in LinkedIn | Malt

## **SKILLS**

• Databases: PostgreSQL, Redis, ClickHouse

• DevOps: Docker, Kubernetes, Bazel, Git, CI/CD, AWS, GCP

· Languages: Typescript, Golang • Technologies: Kafka, gRPC

## **EXPERIENCES**

## **Tech Company**

#### Backend Developer Golang - Freelance April 2024 - February 2025

Collaboration with the CTO for product creation.

- · Architecture and implementation of the ClickHouse database
- Creation of a Go gRPC server for communication with the ClickHouse database
- Refactoring and optimization of the API
- Migration of the API to TypeScript
- Creation of gRPC communication functions between TypeScript and Go servers
- · Implementation of best practices

Technologies: Go, PostgreSQL, ClickHouse, NodeJS, Typescript, Parse Server

#### **ATO**

## Lead Full Stack Developer June 2020 - April 2024

## Lead developer of a team of 5-7 developers

- · Organization of rituals
- · Prioritization of projects
- Mentoring junior developers
- Recruitment

## Structural improvement project to manage increased traffic

- · Migration to microservices
- · Implementation of autoscaling
- · Migration from PostgreSQL to Elasticsearch

## Code improvement project

- Migration from JavaScript to TypeScript
- · Creation of React and NextJS components

## **Feature additions**

- Creation of multiple add-ons within the ATO platform
- · Implementation of the SAP/CDC login system in collaboration with Tech Company

Technologies: Typescript, ReactJS, NextJS, HapiJS, AWS, Elasticsearch, PostgreSQL

## Full Stack Developer August 2019 - May 2020

## Integration into a team of 4 developers

- Migration of part of the JavaScript server to a Next server in TypeScript
- Implementation of features
- · Correction of technical debt

Technologies: Typescript, Javascript, Heroku, ReactJS, PostgreSQL, HapiJS

## **EDUCATION**

# **LANGUES**

**English** - Full professional proficiency **French** - Native language