

Vincent Prouillet

Full Stack Software Engineer

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Introduction

I am a developer with an entrepreneurial mind and a good eye for UX.

I have experience working remotely and in-house, both as a solo developer and in small teams and can jump in projects quickly.

Experiences

- **Director, We Are Wizards** – London/Remote – 2014-Now
 - Co-founded tech agency making MVPs for clients
 - Developed our own product <https://propy.io> to make our proposal writing experience better.
- **Contractor** – London/Remote – 2014
 - Django developer, Timetric** – London – 6 months
 - Improvement/bug fixing of Excel <=> Postgres data transfers
 - Optimised a machine learning pipeline and Elasticsearch queries
 - Postgres tuning
 - Front-end developer, Service Trade** – Remote – 2 months
 - Added features/design to the tablet version of the app in EmberJS
- **Django/JavaScript/Go developer, Green Man Gaming** – London – 2013-2014
 - Maintained and improved the Green Man Gaming shop and Playfire (Django + jQuery)
 - Main developer of Playfire 4 Web: third-party javascript to interact with Playfire via widgets such as comments and Want button
 - Developed a Steam scraper in Go

More on LinkedIn: <https://www.linkedin.com/in/vincentprouillet>

Side projects

Tera: Template engine based on Jinja2 and Django templates written in Rust

Gutenberg: Static site engine written in Rust

Technical skills

Python (Django, Flask), JavaScript/TypeScript (React, Angular), Golang, Rust, Postgres