



FLORIAN BIGOT

Software Engineer

My Contact

✉ florian.bigot321@gmail.com

☎ +31 6 10 82 40 34

📍 Amsterdam, Netherlands

🌐 florianbgt.com

Technical skills

Backend

- Python (Django, Flask)
- Golang
- Node.js (express)
- RabbitMQ,
- Redis

Frontend

- Vue.js & Nuxt.js
- React.js & Next.js
- React native

Payments

- Stripe
- Mollie

DevOps

- Docker,
- Kubernetes
- GitOps
- AWS
- Firebase
- Sentry
- NewRelic

Soft skills

- Self taught and independent
- Cross team communication
- Proactive and outside the box thinking
- Mentoring

Education

Master of science in Mechanical engineering
University of Technology of Compiègne,
France - 2018

Bachelor of science in Material science
University of Rennes, France - 2015

About Me

I am a software developer on a perpetual journey to conquer challenges. I thrive on problem-solving and refuse to be confined to a specific box.

My heart lies in the Back-End, where I find my greatest joy in architecting simple yet robust solutions. However, my journey extends beyond that. From Front-End to Back-End, DevOps, and everything in between, I'm your go-to developer.

Always proactive, I relish collaborating with developer, product, support and design teams to simplify the execution and to bring the best functionalities and aesthetics into every project.

What sets me apart is my motivation driven not by specific technologies, but by the specific that each problem presents. My approach is pragmatic, grounded in a commitment to practical and battle tested solutions.

Let's build something extraordinary together!

Professional Experience

Get Protocol / Guts Tickets, Amsterdam, NL
Feb 2021 – Present

Develop all kind of new features in a complex kubernetes ecosystem of several microservices (Python and Golang) and a monolith application (Python) as well as several web and native applications (Vue.js, React native)

- Diversify revenue source by designing, developing and integrating a new microservice allowing secondary sale of tickets. Process payments, KYCs, and send payouts to multiple parties (end users, customers, customers of customers) using Stripe.
- Create a reservation system into a complex existing system allowing the sale of tickets through shops.
- Onboard new employees and mentor junior developers.
- Troubleshoot and hotfix production bugs, refactor existing codebase.

Hutchinson, Providence, RI, USA
Jan 2019 – Jan 2021

Design and Develop a set of tools to automate the design, validation and report generation of mechanical components.
Cut down the development cost and time, and increased the quality of new products being developed.

- Create a monolith API (Python) and Web application (Nuxt.js)
- Conversion of windows based scientific computing libraries into a pluggable Linux container using Docker.
- Extensive use of Docker from development to production.
- Maintenance of a self hosted Linux server.

Jan 2015 – Jan 2019

Various jobs in the automotive and aerospace industry as a mechanical engineer