FLORIAN BIGOT
Software Engineer

My Contact

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📍 Amsterdam, Netherlands

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Technical skills

Backend
Golang, Python, Node js, RabbitMQ, Redis, PostgreSQL, MongoDB, CouchDB

DevOps
Docker, Kubernetes, Pulumi, Argocd, Gitops, AWS, Azure, Google Cloud, Sentry, NewRelic

Frontend
React.js, React Native, Next.js, Vue.js. Nuxt.js

Other
Stripe, Mollie

Soft skills

- Self-taught and independent
- Cross-team communication
- Proactive and outside the box thinking
- Strategy and plannning
- 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 journey to conquer challenges. I thrive on problem-solving and refuse to be confined to a specific box. From Front-End to Back-End, DevOps, and everything in between, I'm your go-to developer.

I enjoy collaborating with developer, product, support and design teams to simplify the execution and to bring the best functionalities and aesthetics into every project. I am driven not by specific technologies, but by the specifics that each problem presents. My approach is grounded in a commitment to practical and battle-tested solutions.

Professional Experience

Founder & CTO @ NanoAPI
Jan 2023 to Present, Amsterdam, NL

Provide company with a plug and play infrastructure that deploy and scale their software in an efficient, secure and cost effective manner.

Are you struggling handling high load on your software? Wanna reduce your cloud bill? We can help you! Feel free to get in touch with us.

FullStack developer @ Get Protocol / Guts Tickets
Feb 2021 to Jul 2024, Amsterdam, NL

Developing 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)

- Diversifing 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.
- Creating a resevation system into a complexe existing system allowing the sale of tickets through shops.
- Expanding an existing dashboard, so our customers can track buyers orders and payments in real time instead of relying on daily generated csv reports.
- Onboarding new employees and mentor junior developers.
- Troubleshooting and hotfix production bugs, improve infrastructure, refactor existing codebase.

Product Engineer @ Hutchinson
Jan 2019 to Jan 2021, Providence, RI, USA

Designed and Developed 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.

- Created a monolith API (Python) and Web application (Nuxt.js)
- Converted windows based scientific computing libraries into a pluggable Linux container using Docker.
- Extensively used Docker from development to production.
- Maintained a self hosted Linux server.

Mechanical Engineer, Jan 2015 – Jan 2019

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