



# FLORIAN BIGOT

## Software Engineer

### My Contact

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### Technical skills

- Python (Django, Flask)
- Golang
- Redis
- Vue.js & Nuxt.js
- React.js & React Native
- Stripe, Mollie
- Typescript
- Docker
- AWS (RDS, EC2, ECS, S3)
- Github actions

### Soft skills

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

### Education

University of Technology of Compiègne  
*Master of science in Mechanical engineering*  
Completed in 2018

University of Rennes  
*Bachelor of science in Material science*  
Completed in 2015

### About Me

Fullstack developer with a strong track record of delivering tested high-quality code and a passion for problem-solving and outside-the-box thinking.

I have strong foundation in Python, Javascript, Typescript and I am currently learning Golang.

I am able to build a variety of micro-services, monolith, web and mobile interfaces using the latest frameworks.

I can also integrate payment provider such as Stripe into complex environment.

I can integrate and debug services within an existing Kubernetes environment using DevOps tools.

Finally, I have experience with AWS services and can setup and host applications in a modern, secure and scalable way using ECS, EC2, S3 and RDS.

### Professional Experience

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

- Develop all kind of new features in a complex Kubernetes ecosystem of 11 micro-services written in Python (Flask) and Golang and a monolith application written in Python (Django) as well as 2 web (Vue.js) and 1 mobile (React native) applications
- Diversify revenue source by designing and developing a new micro-service that handles secondary sale of tickets. Process KYCs, and payouts to multiple parties (end users, customers, customers of customers) in an async way using Stripe
- Ensure future growth and business scale by implementing a dashboard where customers can track the lifetime of tickets, orders, payments, refunds and payouts.
- Onboard new employees and mentor junior developers

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

- Shorten new products development from days to a couple hours by developing a monolith API in Python (Django) and a web application using Nuxt.js that standardize and automate the design, scientific computation and report generation of technical parts for the automotive industry.
- Direct contact with engineering and sales team for development and continuous improvement of new and existing web applications
- Extensive use of Docker from development to production
- Conversion of windows based scientific computing libraries into a Linux Docker container
- Configuration and maintenance of an internal server where all web apps were hosted

Jan 2017 – Jan 2019

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