François Mahieu

EDUCATION

BS, Computer Science, Brigham Young University, Utah **Graduation: April 2021**
- **GPA:** 3.9. **Speciality:** Software Engineering. **Minor:** Business (4.0 GPA)

PROFESSIONAL EXPERIENCES

Software Engineer, Monovo, Utah (remote) **November 2020 - Current**
- Developed a customized Angular web application from scratch to empower clinicians in efficiently monitoring and organizing patients' live data.
- Executed a successful backend migration, moving from GCP cloud functions to a Java Spring Rest API server hosted on AWS. Included the transition from Firestore's NoSQL database to Postgres.
- Led the development of multiple robust backend services from conception to implementation. These services necessitated communication and planning with front end and product teams.
- Developed a microservice that sends messages, app notifications, and surveys to medical patients including extensive tests due to critical data. The service used a Redis message queue to process requests.
- Implemented a new data pipeline to automatically gather and store performance and audit metrics as well as user data, with a focus on readable, maintainable, and clean code.
- Prioritized reviewing other developers' pull requests, making sure to offer feedback and suggestions in a respectful manner.

Research Assistant, Brigham Young University, Utah **April 2019 – November 2020**
- Collaborated with a research team to develop the Junior High Game aimed at studying interactions between individuals and deriving models from those interactions.
- Utilized Angular, Typescript, HTML, SCSS, Node.js, Express, and MongoDB (NoSQL).
- Implemented a real-time group chat functionality using WebSockets to enhance engagement and facilitate interactions among players.

Teaching Assistant, Data Structures Course, Brigham Young University, Utah **January 2019 – April 2019**
- Supported and guided a class of 500+ students in completing and debugging their coding lab assignments, focusing on explaining data structure concepts in C++.

PROJECTS

- Web Windows 11:   Windows 11 in your browser. Created with React.js, Typescript and Styled Components. (Github)
- StockMotion App: Senior Capstone Project in collaboration with Stock Motion. Developed the backend for Stock Motion's social mobile app, allowing users to chat and share progress. The backend used Firebase's serverless could functions and Neo4j's graph database.

SKILLS

- **Front-end:**   Angular, React, JavaScript, Typescript, Electron, Git, HTML5, CSS.
- **Back-end:**   Java, C++, C#, SQL, No SQL, AWS (Api gateway, S3, Lambda, DynamoDB), Git, Node.js, Firebase (Firestore, Authentication, Cloud Functions), Terraform, Docker.

COMMUNITY

Resident Council Representative, University of California Irvine **August 2022 - Current**
- Elected by residents twice in a row for 2500+ graduate students and their families.
- Demonstrate leadership and interpersonal skills by planning, advertising, and executing events while adhering to budgetary constraints.
- Exhibit strong communication skills by raising residents' innovative ideas to the university, serving as a liaison between residents and administrators through public town halls and meetings.

Hobbies: Coding video games (Unity, C#), board games, running.