

Benjamin GONDANGE

SOFTWARE ENGINEER · BACKEND DEVELOPER

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Work Experience

TicketSwap BV.

Amsterdam, The Netherlands

BACKEND ENGINEER

Jul. 2019 - Nov. 2019

- Worked in a team of 7 software engineers.
- Designed a service architecture for a growth opportunity.
- Implemented a GraphQL API in Symfony (PHP).
- Wrote fully-automated tests to maintain a good code quality.
- Built fully-automated CI/CD pipelines on CircleCI, interacting with Docker containers.
- Designed a data pipeline for Machine-Learning ticket recognition model using Apache Kafka.
- Developed a ticket-buying module which connects to Dutch and international ticket providers.
- Presented this system to the stakeholders and to the whole company.
- Sold 1200 tickets using the feature during the internship.

Education

ESEO (École Supérieure d'Électronique de l'Ouest)

Angers, France

MSC IN COMPUTER SCIENCE AND EMBEDDED SYSTEMS

Sep. 2016 - Feb. 2021

- Courses include: Data structures and algorithms, Web development, Relational databases, Design patterns, Object-Oriented programming, Real-time programming, Embedded system design, Advanced automated testing, Linux architecture, Big Data infrastructure.
- Project Manager for Embedded systems Project. Managed a team of 8 students. Coordinated with a client and school professors, with a financial budget of 55k€.

Extracurricular Activity

SEIO (ESEO's Junior-Entreprise)

Angers, France

CORE MEMBER & CO-CHAIRMAN

May 2018 - May 2020

- Conceived a fully-featured ERP in Spring Boot (Java), implementing complex business logic, using AWS ECR, ECS and S3.
- Led prospection and communication teams, overseeing all aspects of social networks and marketing.
- Proposed a new prospection strategy which resulted in a 35% increase of sales.

AVÉSEO (ESEO's Student Union)

Angers, France

MEMBER

May 2018 - May. 2019

- Developed a REST API and mobile applications for students to order food from the school's cafeteria. This platform was used by ~60 students everyday.
- Developed a web platform for the student union to sell tickets for their events directly to the school's students, using a french payment provider (Lydia).

Personal Projects

La Buvette

SNACK ORDERING API FOR SPORT CLUBS

Jul. 2020

- Implemented a GraphQL API with Spring Boot (Java).
- Tested the software with unit tests and integration tests.
- Built a CI pipeline on Github Actions.

Skills

Back-end Spring Boot, Symfony, GraphQL API, REST API, SOAP

DevOps AWS, Docker, CircleCI, SonarQube, Github Actions

Front-end HTML5, Vanilla JavaScript, CSS

Programming JAVA, Python, C, PHP, LaTeX, Tests

Languages French (Native), English (Fluent, TOEIC 960), German (intermediate)

Soft skills Problem-Solver, Curious, Creative