

Lucas Nouguier

Software Engineer

Contact

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Montpellier, France CodinGame profile

ΑŻ Languages

French (native), English (advanced)

Education

Software engineering degree Polytech Montpellier 2021 — 2024 Equivalent to a Master's degree



- Functional & Object-oriented programming
- Scala, Typescript, Java, React
- SQL (Postgres)
- Git, GitHub, Docker

Soft skills Code reviews Autonomous

Teamwork oriented

Proactive Curious

Certifications

- TOEIC: 950 / 990
- Driver's license
- First aid in teams

Tech interests

- Linux
- Meetups & Conferences
- Cloud & DevOps

About me -

Enthusiastic baby software engineer, I enjoy learning new things and tend to go 'in depth' rather than 'in breadth'. I love going to meetups and conferences

Scala and functional programming are my current passions even though I recently discovered with Scala. IO's website that CSS can be fun

ArchLinux user, I enjoy using the command line for a better understanding of the tools I'm using and spending hours tweaking my system according to my needs

Experiences —



Mar. 2024 — today

Assistant Software Engineer Teads France

Scala, Jenkins, GitHub

- Migrating a service to unify the codebase. Understanding legacy code, refactored, and tested it
- Code reviews

Privacy-preserving data storage

Dec. 2023 — Feb. 2024 Conecs.io

Encryption, Rust, Docker, Scaleway End of studies project

- R&D on advanced encryption methods
- POC for data storage that allows reading without decrypting the entire data

Software Engineer Intern (link)

Apr. 2023 — Aug. 2023 Scala Center, EPFL

Scala, Git, JVM, Scala-Java Interoperability, Reflection

- Improved the Scala debugger in VS Code with a faster and more flexible expression evaluator. Helped with hot code reloading implementation
- Compiler-related problems: type checking, types & overloads resolution...

Assistant Software Engineer

Jun. 2022 — Aug. 2022 ····· Teads France

Scala, Cats-Effect, gRPC, MySQL, React (TS), Git, Cypress

- Full-stack development of the new version of their demo application
- Handled each feature from the database to the UI (code, test, deploy)



Open source –



Scala Debuger Adapter

2023—.

...... Scala Center & personal time Implementation of the Scala debugger for VS Code & follow up of my internship at the Scala Center.

Scala Collections

2023—. Scala 3 (Dotty)

2023—.

····· Scala Center & personal time Joined the scala-collections team to review pull-requests on Scala's collections

Onboarded on the compiler with the

compiler academy to work on small issues.

Associative -



Organizer 2022 - today Sunny Tech

★ https://sunny-tech.io

- ★ Call For Papers reviewer (450 talks)
- ★ Community Management (LinkedIn, Twitter)
- ★ 2023 today: Secretary

Organizer 2023 — today ScalalO

Volunteer Sept. 2023 ····· Scala Days Madrid

https://scala.io

https://scaladays.org/madrid-2023

★ Call For Papers reviewer

- Track hosting (speaker presentation, time + Q&A management)
- ★ Mentoring at <u>Scala Bridge</u> (co-located event)

Others -



Website maintainer (https://scala.io)

Dec. 2023 — today

Scala, Scala.js, Laminar, Sass, Github Actions, Clever Cloud

Continued the work of the previous maintainer to rework the website with Scala.js and Laminar to build a reactive SPA (Single-Page Application) with Scala. Used Sass to style the website.

- Github Actions
- Clever Cloud deployment
- Web apps performance metrics

Github repo: https://github.com/ScalaIO/scala.io

Course Nov. 2023 Polytech Montpellier

Functional Programming, Type Classes, Scala, Parsers

Gave a 3h course (for the first time) about building parsers with functional programing to master students, based on the <u>Parser combinators</u> workshop from <u>Noel Welsh</u>:

- Reminders about Scala & Functional Programming
- Design with Functional Programming (type classes)
- Frequent and small exercices to apply the concepts

Slides: https://iusildra.github.io/reveal.js/presentations/functional-design-parser-combinators/index.html

