

## Contact

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## Top Skills

Mobile Applications

Android

iOS

# Jean-François "Jeff" Moy

CTO at Ksubaka

London, United Kingdom

## Summary

I believe in Software Craftmanship; I am passionate about Software. I design and implement well structured, robust, and maintainable software.

I value agility, adaptability and proactivity: to new requirements, to new needs, to new technologies, to new environments.

I learn from others: from my team, from my peers, from the community.

I believe in sharing my knowledge and promoting these values through technical leadership.

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## Experience

Ksubaka

5 years 7 months

Chief Technology Officer

October 2016 - Present (3 years 10 months)

London, United Kingdom

Focus on delivering the best and most robust technical platform for millions of shoppers to enjoy. My priority is on supporting the growth of the business. I lead a team of great Software and QA Engineers committed to providing excellence to our customers.

As CTO, I work hand in hand with stakeholders to implement their vision through transverse technical solutions. I contribute actively to the roadmap, leveraging my knowledge of the business and the technical platform. I am constantly in touch with our various users' groups to capture their feedback and continuously improve our solution.

I share the values of Software Craftmanship and embrace them with the Team. We design and develop all our products with a commitment to our values: flexibility, maintainability, resilience, visibility, and performance.

As a Software Engineer, I focus on challenging problematics. Leveraging my adaptability, my contributions include our custom AOSP (Android Open Source Project) based platform, Spring Boot backend microservices, React web applications and Python Big-Data platforms. I also have a strong experience in deploying and maintaining complex infrastructures to support a continuous delivery pipeline.

About Ksubaka:

Bring the benefits of cutting-edge technology into your retail store. Our solutions help you engage customers, facilitate offline-to-online (O2O) ordering and harvest rich insights into customer behavior and attitudes.

Using gamified experiences, playful surveys and our product discovery platform (Cloudshelf), you can give customers new reasons to visit your retail stores. Ksubaka combines the power of personalisation, the magic of play and the possibilities of technology to transform your retail store.

To date, Ksubaka has helped retailers and brands deploy more than 10,000 playSpots touch screens in 150 cities and 1500+ store locations. Our platform records nearly 2 billion data points each month, delivering real-time customer insights to our clients.

#### Technical Lead

January 2015 - September 2016 (1 year 9 months)

Working as Technical Leader with a team of developers, DevOps and QA engineers across the whole Ksubaka platform.

My main focus is around designing and developing the Ksubaka platform that serves MoJos (Moments of Joys) to thousands customers across Asia (notably Singapore, and China). I serve as interface and coordinator between the different technical teams and coordinate the development across the platform.

In terms of software development, I mainly contribute to the Android platform that powers our tablets running in store. We follow the best practices and ensure our code is of very high quality and stability with a test driven approach.

We rely on reactive programming (RxJava) for handling complex multi-threaded operations, and modern libraries such as Dagger 2 & ButterKnife for dependency/views injection, Picasso, etc. Cucumber and Robotium constitute the foundation of our automation and integration testing.

I also sporadically contribute to the the backend platform that runs on a traditional J2EE stack (Hibernate, SpringMVC, etc.) and to the design and development of our internal web applications based on AngularJS.

I also lead the recruitment and interviewing of candidates for our software developers and quality insurance job openings.

Canonical Ltd.

Software Engineer

September 2014 - December 2014 (4 months)

Software engineer in the Ubuntu HTML5 Team, working across the Desktop & Mobile Ubuntu platforms.

The work involved development and improvement of the web application container and existing web applications, improving the Cordova support for Ubuntu, and developing two HTML5 web applications prototypes.

Orange Labs UK

4 years 4 months

Senior Software Engineer

October 2010 - August 2014 (3 years 11 months)

Technical leader & lead developer of the Libon HTML5 client, a powerful web application allowing Libon users to chat with anyone, listen and manage their voicemails, and manage their account. The application features a responsive design, giving a great experience whether you run it on your mobile, tablet or desktop. Available at <https://web.libon.com>.

Technical leader and lead developer of the Orange Visual Voicemail application (version 3.0) for Google Android 4.X. It allows users to access their voicemails right from their default Call Log application and relies on an OMTP stack developed entirely in-house.

Development of a news application relying on a new UX paradigm. The application was built with web technologies and Phonegap for packaging and native capabilities.

Specification & programming of a Linux/MeeGo application relying on popular Open Source libraries.

Development of an Android client for several cloud-base services.

Active member and France Telecom representative at the W3C Device API Working Group and Core Mobile Web Interest Group.

Intern as a Software Engineer within the Home Devices Team  
May 2010 - September 2010 (5 months)

Programmed applications for Google Android 2.X OS using the AGILE methods.

Designed and programmed a Network application for Symbian S60 and Windows Mobile 6.5 platforms.

- Microsoft C# - Microsoft .Net Compact Framework
- OpenNetCF
- Visual C++ (Marshaling)

- Symbian S60
- Qt

#### Atos Worldline

Intern as a Software Engineer  
May 2009 - August 2009 (4 months)

Insurance and banking applications for Apple iPhone OS 3.0 and Google Android 1.5.

Used all new features and frameworks proposed by iPhone OS 3.0 as Core Data, MapKit or Push notifications.

Developed a Push notification server in JAVA 1.5

Used all features proposed by Google Android 1.5 as notifications, Google services, etc.

#### Kalistick

## Intern as a Software Engineer

June 2008 - August 2008 (3 months)

Company developing a product allowing the project manager and developers to assess the quality of their projects.

Java 1.4/1.5/1.6 & Tools (Eclipse, IntelliJ IDEA, JProfiler, YourKit)

Collaborating tools (Mantis Bug Tracker, XPlanner, Twiki)

Continuous Integration Servers (Continuum, Hudson, CruiseControl, TeamCity)

Cryptography (J2SE, BouncyCastle)

UML 2.0

## France Telecom

Seller/Adviser

June 2007 - August 2007 (3 months)

Sell cellphones and internet solutions.

Contact with customers.

Selling techniques.

## France Telecom

Seller/Adviser

June 2006 - August 2006 (3 months)

Sell cellphones and internet solutions.

Contact with customers.

Selling techniques.

## France Telecom

Seller/Adviser

April 2005 - September 2005 (6 months)

Sell cellphones and internet solutions.

Contact with customers.

Selling techniques.

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## Education

Institut national des Sciences appliquées de Lyon

Master, Computer Science · (2007 - 2010)

McMaster University

Software Engineering · (2009 - 2010)

Université de Caen Normandie

Bachelor, Associate Degree, Computer Science · (2005 - 2007)

Lycée Pierre et Marie Curie

12th (Senior), Mathematics, Physics, Biology, English, Philosophy,  
etc. · (2002 - 2004)