Joan Rieu

SOFTWARE ENGINEER

Software engineer with a deep interest in software architecture, programming languages and algorithms.

Self-taught programmer since age 7, achieved a Master's Degree.

Passionate about sharing knowledge and learning about new technologies and practices.

_PROFESSIONAL_EXPERIENCE

2018 to Present → Tech Lead - Web & Cloud @ Lectra

Responsible for the technical choices of an **engineering team**
Architecture and development of **microservices** and **frontends**
(Kotlin, Spring Boot, TypeScript, React)
Development of **data processing** services (Scala, Kafka)

2016 to 2018 → Software R&D Engineer @ Lectra

Development and deployment of **microservices**
(Node.js, Docker, Kubernetes, RabbitMQ)
Development of user interface components (JavaScript, React)
Creation of a technical **framework** for multiple teams (TypeScript)
Refactoring of a legacy monolithic system into microservices

2016 → Software Research Engineer (intern) @ Inria

Requirements analysis for a remote alert system
Creation of a **Domain-Specific Language** (Eclipse Xtext)
Creation of interactive **visualisations** (Sirius)
Design of a resilient network protocol (Java, RxJava, Cucumber)
Development of **server** components (Java, OSGi)
Development of **Android** apps (Java, RxAndroid)

2013 to 2015 → Freelance Web Developer @ AEI

2015 → Android Developer (intern) @ Zaptic

2014 → Android Developer (intern) @ ANSSI

2013 → Android Game Developer (intern) @ IDSC Group

See more projects on github.com/joanrieu

_EDUCATION

Master's Degree in Computer Science and **Software Engineering**
with a one-year specialization in **Robotics**
Enseirb-Matmeca, Bordeaux, France

Fluent **French** and **English** speaker
Proficient **German** and **Italian** speaker

_CONTACT

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Bordeaux, France

Open to relocation and remote work

_PRIMARY_SKILLS

Full-stack web development
(JavaScript, TypeScript, React, NodeJS, Express, Kotlin, Spring, RabbitMQ)

Microservices deployment
(Docker, Kubernetes, Jenkins, Microsoft Azure)

Mobile application development
(Java, Android)

Speaking at conferences
(BDX I/O, Devoxx France)

_SECONDARY_SKILLS

Compiler development and domain-specific languages
(ANTLR, LLVM)

Game development
(C#, Unity, C++, SFML, OpenGL)

Desktop application development
(C++, Qt, Java, Swing)

Robotics and embedded systems development
(C++, electronics)

_METHODOLOGIES

Agile
Kanban, Scrum

Architecture
Domain-Driven Design
Hexagonal Architecture

Testing
Test-Driven Development
Behaviour-Driven Development