

Moissette Mark

moissette.mark@gmail.com

+4915902511517

[Github](#)

[Portofolio](#)

Born: 18.07.1981

Civil union, 4
children

Languages : English, German, French,
Hungarian

SKILLS AND EXPERIENCE

Software development

- Javascript, Node.js, Rust, Python, C++, Php/MySQL, Java, .Net/CSharp
 - Linux , Mac, CI, Docker, Agile /SCRUM
 - Testing, E2E, unit, TestCafe, Ava
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- 2021 - March 2025 **Senior Frontend Developer** [Robominds Gmbh](#) , Remote

- Development of GUIs for Robotik Platforms (js, Rust , 3d)
 - 100% Es6+ (Esm, etc)
 - no Transpiler : efficient , fast development cycles
 - Backend & Frontend (Python, Java, Rust)
 - Docker Kontainer creation & use
 - Development of E2e Tests & Pipelines (TestCafe) on virutal and real robotic Platforms
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- 2019 - 2021 **Web Application Developer** [various], Remote

- Development, Upgrade, overhaul of Server & client side WebGL/Js apps
- Development, deployment, maintance of Dockerized apps

- 2018 - 2019 **Web Application Developer** [Stykka Aps](#), Remote

- Development of cnc UI & 3d viewer (Node.js , WebGL, Vue.js, Elixir)
 - reuseable, modular software components
 - backend & frontend (Elixir, Webpack etc.)
 - Docker container creation & deployment
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- 2016 - present **Core maintainer/ Developer of OpenJSCAD** [OpenJSCAD](#) , Project

- Development of core features & UI of parametric 2D/3d modeling program (Javascript, Node.js)
 - migration from monolithic code to node modules
 - development of core features, UI, desktop app parametric 2D/3d modeling program (Javascript, Coffeescript, Node.js)
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- 2014 - 2018 **Web Application Developer** [Ultimaker BV](#) / [youmagine.com](#), Remote
 - Development of 3d viewer / modelling /rendering software (Node.js , WebGL, React, Cycle.js)
 - reuseable, modular software components
 - backend, frontend, mobile app (Browserify, Webpack etc.)
 - Docker container creation & deployment (server side webgl rendering etc)
 - 3D printing tooling software research & prototyping
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- 2014 **Software Developer** [KIT](#), Karlsruhe
 - Development of accessibility database (Sight/Hearing/Wheelchair etc.) & UI (Javascript, Polymer)
 - Maintenance and use of 3d Printers (creation of custom 3d printed designs etc)
 - Development of ui & backend for custom 3d scanner software
 - Migration of [node-opencv](#) c++ bindings to use Nan
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- 2012 - 2017 **Creator/ Developer of CoffeeSCAD** [Coffeescad](#), Project
 - Development of core & UI of parametric 2D/3d modeling program (Javascript, Coffeescript, Node.js)
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- 2011 - 2014 **Software Developer/ Bioinformatician** [URGI](#), [INRA](#) ,Versailles
 - Development of bioanalysis Pipelines in Python/ R/ C++/ Linux Shell (Agile)
 - Organisation of migration of all software to Git
 - Migration of Software to virtual machines / parallelization
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- 2007 - 2010 **Test Technician/ Software Developer/ Database Manager** [Micro Application SA](#), Paris
 - Development of an automation system and UI for the generation of installations programs
 - Digital signatures management (nsis + php + C#)
 - Creation & maintenance of the internal bug-databases (Mantis/Php/MySQL)
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- 2005 **Web-Developer:** [Ciblo.Net](#) , Paris (php/mysql)
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- 2004 **Software & Database Developer:** (Trainee) [Elogis Gmbh](#), Köln (php/ asp/ delphi)
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3d printing

- 2010 - present
 - design & creation of multiple 3d printers
 - years of experience in dealing with FDM printers
 - organization of 3d printing workshops
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3d Design & modelling

- 2001 - present **Low/High poly, Wings3D, 3DSMAX, Blender, OpenSCAD, OpenJSCAD etc**
 - designed & created 3d models for various realtime & pre-rendered projects
 - creation of numerous [3D-printable](#), parametric designs

Electronics, sensors, robotics

- Microcontrollers (Arduino, Eps8266, Raspberry Pi etc)
- Sensors, mechanisms, diy multi touch displays
- Creation of [Robots](#) for Kids: mix of code, 3d design & 3d printing
- Environmental monitoring & control for plants etc...

Game / 3d engine & tooling development

- development of Open-Source Software projects in various programming languages (Rust, Javascript, Python, C# usw), particularly parametric CAD Software, 3D Tooling etc.
- [Coffeescad](#)
- [OpenJSCAD](#)
- [Blenvy](#) Pipeline and Software for Blender -> GlTF -> [Bevy Engine](#) (Rust, Python)
- Migration of node-opencv c++ bindings etc

Volunteer work

- [Coder Dojo](#) & youth Hackathon Saar :
 - Code-Mentoring for kids: Scratch, Hour of Code etc
 - Motivation via accessible electronics: Calliope Mini & co
 - occasionally combining designing via code (openjscad) & 3D printing !
- Organisation of multiple 3d printing workshops

Talks:

- 2013 : Fabcon3D: [Coffeescad: 3d modeling in your browser](#)
- 2018 : HannoverJs: [JSCAD: 2D/3D parametric CAD \(in JavaScript\)](#)

EDUCATION

2008 - 2010	Evening courses/ ECS - Cs, Biochemistry und Bioinformatics, <i>CNAM , Paris</i>
2003 - 2004	Bachelor in Computer Science <i>DUT Jules Vernes Amiens</i>
2000 - 2003	Bachelor in Applied foreign Languages <i>Université Lyon 2 Lumière</i>
1999	GED Lyon

LANGUAGES

- French & Hungarian: native
- German and English: fluent

VARIOUS

- always striving for good communication & clarity : team player !
- focus on reuseable software components, functional & reactive programming
- a decade of experience in web based 3d viewers, formats, optimisations
- passion for open source software & hardware
- scientific curiosity and motivation
- good ability to learn & adapt