lucasportet.com (562)-399-9345

# Software Engineer — focused on crafting meaningful experiences

Work Experience

## Macas Studio

#### Software Engineer Jun 2021 - Current

Co-founded an e-commerce micro-SaaS studio

- Scaled our MVP load capacity in 4 hours to handle the traffic coming from Shopify unexpectedly featuring our app on their front page (1,6M visits/day)
- Architectured systems facing merchants constraints and traffic, used by 1.3k shops handling +2M requests/month with 99.99% uptime

## Deux.io

## Growth Engineer Oct 2020 - Jun 2021

- Created marketing & tracking workflow that increased conversions by x2.7 for a SaaS business
- Set up A/B testing, data-driven outreach experiments, and automated lead generation pipelines

# Scale Dynamics

## Software Engineer Intern May 2020 - Sep 2020

- · Led a web, mobile & desktop app distributing heavy computing tasks executed on the client side
- Increased by 80% the animations frame rates using standard APIs so to support any device with a web browser (e.g. aged phones, smart TV)

## Asheal

### Co-Founder Sep 2019 - Jul 2020

Medtech startup, a medical terminal for pre-diagnosis in waiting rooms

- Worked on UX research, front-end development, and hardware conception
- Built a scraper able to gather data of +300,000 doctors in France

## SII Group

#### Software Engineer Intern Jul 2018 - Dec 2018

Created an internal management software for scrum teams in an office of 500 co-workers

Education

# CSU Long Beach

Exchange student Sep 2021 - May 2022

Cybersecurity, DB management & international business

## Epitech

#### Bachelor Computer Science Sep 2017 - Jun 2020

- Concentration in web applications, interactions, and low-level technologies
- Animated workshops in companies and tech events
- · Vice president of the student office

Skills

Languages	Front-end	Back-end
Javascript/Typescript,	Vue (Nuxt), React (Next),	Node, Express, Prisma,
HTML/SCSS, Python, C++	Svelte, Redux, Vuex	GraphQL
D 1	T 1	

Databases Tools

MongoDB, PostgreSQL Travis CI, Jenkins, Git