

Personal Data

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Professional Experience

R&D mobile iOS and Android developer

V-CUBE - Singapore

- Design architecture of a corporate mobile chat application for Android & IOS
- Android full stack development (Java / Kotlin)
- IOS backend development (Swift)
- Design backend Architecture with a modular components for both platforms
- UML, Use case, ER diagram
- Reactive paradigm (observer pattern) to deal with async operations chaining (ReactiveX).
- Job scheduling for an offline first app
- Ci with Jenkins
- Static Analysis: Android: PMD, Checkstyle, FindBugs, Error Prone, Lint and IOS: SwiftLint
- Unit Test (Robolectric, XCTest)
- Build then release to Beta (Fabric)

January 2016 -

Also doing R&D to develop POC and modules that can enhance the overall quality of our Android apps as well as the development environment itself.

March 2015 -
October 2015

Android developer (Intern)

Massive infinity - Singapore

My role during this internship is to design and develop several native Android app.

Education

September 2015 **Master's degree** (300 ECTS)
University Montpellier II, France
Major in **Architect, engineer of Software and web**

June 2012 **Bachelor's degree** in Computer Science (180 ECTS)
University Montpellier II, France



Awards

September 2014 Prize : **use innovation** for Android application **Publiccrowdfunding** at the "Crée ton appli libre" (creates your free application) contest organized by **Adullact** on september 18, 2014.

Other Computer Skills

Project Management : Agile Software Development, Gantt, Scrum
Database : SQLite, Realm, ObjectBox
IDE : Android Studio, AppCode, Xcode

Languages

French: Mothertongue
English: Fluent

Interests And Activities

Travelling, Technology, Open-Source, Programming