MARTIN RATINAUD

TEAM LEAD

FULL STACK ENGINEER

NO-EGO DOER

PERSONAL PROFILE

I am a happy senior full-stack developer and team leader who mainly focus on people and get things done while getting real. I work remotely from Mauritius with a multicultural team and enjoy it a lot.

ACCOMPLISHMENTS

- Co-created a 12 people company and sold it
- Made my teammates **productive** and **happy** in a full remote environment since 2016
- Created a self describing methodology for bringing your true self at work https://bit.ly/workwith-me-template

MAIN INTERESTS

- Family & friends
- Surfing
- Ecology and self-sufficiency
- Life hacks

MORE ABOUT ME

Personal website https://bit.ly/work-with-martin

martinratinaud@gmail.com

Find my full resume on https://bit.ly/linkedin-martinratinauc

CAREER HISTORY

Engineering manager & Full Stack architect

CME Pro | 2016 - Today

Help artists get fair revenues from their work with a social network, a trading platform to sell their copyright and a cloud digital recorder

- * Launch successfully 4 products in 4 years and raise 2M\$ on China's market
- * Create karaoke generator service based on AI with 300 users/day and 300k visits
- * Create a trading platform currently dealing with 300k\$ of copyright
- * Get 5k artists to distribute and get paid for their creation
- * Define product in a multicultural and remote team (Europe, Asia and US)
- * Organize head management's vision with team priorities
- * Architect and develop
 - * graphQL & REST API for mobile, web and HW device with limited resources
 - * microservices architecture with NodeJS, gRPC and RabbitMQ
 - * 3 responsive apps with React and Apollo
- * Animate Regular 1:1s with 3 senior developers

Full Stack engineer

iWE | 2015 - 2016

Low Code Platform for creating collaborative case management applications

- * Develop new features in **Angular** and **NodeJS** in an already existing **microservices** architecture based on **AWS**
- * **Help** the release team by creating a validation tool
- * Improve interaction between ver skilled team members

Tech lead & Full Stack architect

Ausv | 2014 - 2015

Deliver custom crafted mobile apps for happy customers

- * Supervise inclusion of Playadz's team after acquisition
- * Animate regular 1:1s to get feedback on their frustrations and expectations
- * Negociate priorities and planning with head management
- * Hire, onboard, train and mentor 4 newcomers within the first 6 months
- * Architect and develop a Uber like platform for cabs of the Riviera
- * Participate in the proposals writing of call for tenders
- * Create a company wide push platform for mobile apps (Android/iOS)

Co-Founder - CTO - CEO

Playadz | 2007 - 2014

Groupon-like (before Groupon) local couponing on mobile apps

- * Build an amazing team of incredibly skilled individuals who are now friends
- * **Raise** 400k€ after 18 months of activity
- * Setup an hiring process to measure skills and ability to fit in the team
- * **Hire** and **mentor** developers, interns, executive assistant and sales director
- * Animate Regular 1:1s with team lead, developers and sales director
- * **Empower** people with full trust and autonomy but also **challenge** them with their technical decisions in regards to cash flow
- * Validate strategic decisions technically-wise
- * Set clear expectations and adapt them so that we ended up both happy
- * Always explain priority decision and be transparent
- * **Pivot** the company strategy to a consulting business as it did not work out as expected
- * **Setup** a time tracking to measure rentability over projects
- * Sold the company with 12 employees after 7 years of activity

IT Specialist

IBM | 2005 - 2007

Implement and demonstrate retail solutions to customers. Working on pre sales solutions in the Industry Solution Center

ACADEMIC HISTORY

Polytech'Nice Sophia, France

Engineering degree in computer science and electronics | 2005

- Member Student's office
- Member School freelance club

University of North Carolina in Wilmington | 2003 - 2004

- Business technology
- First freelance project