

Maxime de la Rocheterie

Full-Stack developer



Hi there, I'm a full-stack developer based in Lyon, France.

I have a master's degree in Software architecture. In my current employment, I specialize in front-end development, using VueJs, Node, Typescript. I also do back-end work with PHP/Symfony.

Outside of work, I use my preferred stack : Java & Angular.

skills

Typescript / **Angular** - **VueJs**

Java / **Spring Boot**

Php / **Symfony** - Vanilla

Adobe / **After Effects**

education

Sept 2024 - Sept 2025

Master ⇒ Architecture logiciel

OC, Lyon

Fev 2022 - Sept 2024

Bachelor ⇒ Ingénierie du web

WCS - ESGI, Lyon

Sept 2010 - June 2014

Bachelor ⇒ 3D/VFX - Motion design

Aries école de design, Lyon

contact

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experience

June 2023 → Now

Full-Stack Developer

Wobz Technologies - Lyon

→ Back-end :

Architectures / Design : DDD, MVC, CQRS, OOP, TDD

Project types : APIs, Apps, Rest, GraphQL, WebSockets,

Frameworks : Symfony, Spring

Languages : PHP, Java

→ Front-end :

Architectures / Design : Functional, MVVM

Project types : Views, Apps, Libraries, CI/CD, GraphQL, WebSockets

Frameworks : VueJs, Angular

Languages : Typescript, Javascript

As a team member, working with sprints (planning, reviews...), I have been implementing feature in the company's main API, written in PHP, using Symfony in a CQRS architecture. As a full-stack developer, I changed teams constantly depending on the in-date needs. This has led me to integrate the front-end features that I'd have been working on back-end side for some sprints. On other workloads, I would integrate front-end side only based on Figma templates.

On personal projects, I rather choose to use my preferred stack (Spring / Angular). My latest project focuses on creating a Micro Serviced Sync Library from scratch. This is motivated by a broader project that aims to be real-time synced.

Sept 2014 → Fev 2023

Motion designer

Freelance

Before I switched careers in favor of Software Engineering, I used to be a Motion Designer for about a decade. I've taught in several art & design schools. I've worked with clients like Dior, Fifa, Ubisoft, Activision, Arte, FranceTv and Euronews. I also am the co-creator of the Motiontober challenge. You can still see my work here : www.motion.maxdlr.com