

# MARTIN HAMMERCHMIDT

Software Engineer

Fullstack and low level programming

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🗣️	English (proficient) and French (native)

## WHO AM I?



My skills in 30 seconds:

- **8 years of professional experience**
- **Apps:** Flutter and React Native
- **Backends:** Node.js with PostgreSQL databases
- **DevOps:** Google Cloud Platform with Pulumi
- **Low level:** C++ programming, BLE protocols, and nRF52 microcontrollers

Seeking my next chapter: joining a passionate team to build, learn, and grow. Send me an email or connect on LinkedIn anytime. I'd be happy to chat.

Software engineering has been my passion since I was 14.

I built and maintain Weezem since 2021 with thousands of users.

For a different resume experience, check out my bento video website at <https://hammerchmidt.com>

## MAJOR PROJECTS

2024 - 2025	<b>Taiji (66 Mobility)</b> App to use while biking, controlled by an IoT device. Engineered the device, app, and servers. <a href="https://www.taijithedog.com">https://www.taijithedog.com</a> Flutter / nRF52 Embedded Programming / Electronics / BLE / OpenStreetMap
2021 still ongoing	<b>Weezem (Weezem)</b> <span>Maintaining production &amp; developing new features</span> Social network. Engineered the entire app, servers and website. <a href="https://weezem.com">https://weezem.com</a> – Available on the Play Store and the App Store. Node.js & GraphQL & PostgreSQL / React Native w/ Expo / Google Cloud w/ Terraform / Stripe Connect / Webflow
2021 - 2024	<b>SPART (66 Origin)</b> Sport app for employee well-being. Engineered the app and servers. <a href="https://spart.life">https://spart.life</a> – Available on the Play Store and the App Store. Node.js & GraphQL & PostgreSQL / React Native w/ Expo / Google Cloud
January 2023	<b>OpenGL Engine (Personal Project)</b> A fun personal project to learn OpenGL. It features a fully modular ImGui interface, bloom, gizmos and more. <a href="https://github.com/mhammerc/engine2">https://github.com/mhammerc/engine2</a> — Be sure to check the screenshots folder. C++ / ImGui / EnTT (ECS)
2019 - 2020	<b>Bugali (66 Origin)</b> Engineered the first prototype of the project – extensive BLE programming, embedded development and the creation of an SFML engine that plays MP4 video files. C on nRF52 chips / BLE / SFML / FFmpeg C API / ImGui / Linux
2018 - 2019	<b>Monimalz (Yellow Innovation)</b> Engineered the software inside the Monimalz: all apps that run on the screen, communication with the React Native app, the Linux update process, and more. <a href="https://monimalz.com">https://monimalz.com</a> – no longer sold Node.js / Linux / STM32 / Rust
2016 - 2017	<b>School 42</b> I studied 1 year at School 42, programming in C. "42 is a future-proof computer science training to educate the next generation of software engineers." <a href="https://42.fr">https://42.fr</a>