

Software Engineer
Fullstack and low level programming

Paris

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hammerchmidt.com

github.com/mhammerc

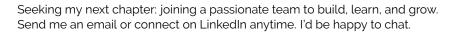
linkedin.com/in/mhammerc

English (proficient) and French (native)



My skills in 30 seconds:

- · 8 years of professional experience
- · Soft skills: excellent communicator and listener, self-directed, fast learner
- · 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
- · Tech watch: Hacker News



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 **Taiji (66 Mobility)**

App to use while biking, controlled by an IoT device. Engineered the device, app, and servers.

https://www.taijithedog.com

Flutter / nRF52 Embedded Programming / Electronics / BLE / OpenStreetMap

2021 We still ongoing Sou

Weezem (Weezem) Maintaining production & developing new features

Social network. Engineered the entire app, servers and website.

https://weezem.com - 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 **SPART (66 Origin)**

Sport app for employee well-being. Engineered the app and servers.

 $\underline{\text{Mttps://spart.life}} - \text{Available on the Play Store and the App Store}.$

Node.js & GraphQL & PostgreSQL / React Native w/ Expo / Google Cloud

January 2023 **OpenGL Engine (Personal Project)**

A fun personal project to learn OpenGL. It features a fully modular ImGui interface, bloom, gizmos

and more.

https://github.com/mhammerc/engine2 — Be sure to check the screenshots folder.

C++ / ImGui / EnTT (ECS)

2019 - 2020 **Bugali (66 Origin)**

Engineered the first prototype of the project - extensive BLE programming, embedded develop-

ment 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 Monimalz (Yellow Innovation)

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.

https://monimalz.com - no longer sold Node.js / Linux / STM32 / Rust

2016 - 2017 School 42

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."

https://42.fr

