

MARTIN HAMMERCHMIDT

Software Engineer

Fullstack and low level programming

📍	Paris
@	hiring@hammerchmidt.com
🌐	hammerchmidt.com
🔄	github.com/mhammerc
in	linkedin.com/in/mhammerc
🗣️	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	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 still ongoing	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. https://spart.life – 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 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	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