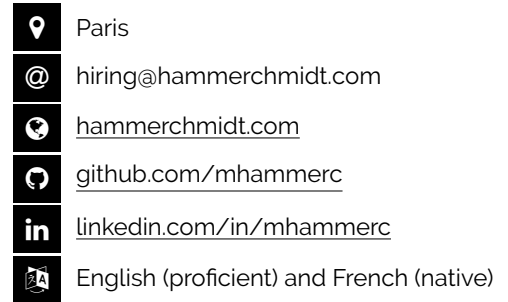


MARTIN HAMMERCHMIDT

Software Engineer

Fullstack and low level programming



WHO AM I?



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

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

Full-stack Developer CTO – 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

Full-stack Developer + Product Owner – Weezem

Maintaining production & developing new features

Social network. Created and 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

Full-stack Developer – 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

Full-stack Developer – 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

Full-stack Developer – 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>