



NICOLAS DABREO

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EXPERIENCE

Team Engine

Oct 2021 – Oct 2023

Full-Stack Developer

Contract

- Inherited a 5-year fintech project focused on contractor/freelancer onboarding, contracting and payment built by two junior developers who left before just before arrival (Elixir, PostgreSQL)
- Maintenance of calculation logic for evolving contracting/union regulations across multiple territories (Ireland, Iceland, UK) and jurisdictions (Construction, Actor). Translating accounting spreadsheets to code
- Migrated multi-dyno Heroku app to highly available AWS infra due to hard cap on number of websocket connections from dynos and escalating costs (load balancing, Terraform, Earthly, GitHub actions)
- Handling requested manual database changes and exports from production daily (lots of SQL)
- Custom admin dashboard to lessen the huge amount daily of database requests (Phoenix LiveView, SQL)
- Implemented project management tools, BDD, planning stages and huge amounts of documentation to a company with nothing
- Dashboard for exporting huge amounts of contractor/crew data (long running background jobs, PubSub, microservice/interface for PDF tools splitting/generating/filling/splitting)
- Led a team in a overhaul project, creating a reusable component system, replacing 3000+ line jQuery file with modern JS and implementing web accessibility principles
- Reworked S3 document storage after discovering security vulnerabilities (presigned uploads/downloads, microservice/interface for background antivirus scans, buckets for processing stages, storage cleanup)
- Updated from DocuSignAPI v1 to v2 following its deprecation. Then expanding the implementation to allow conditional signatories on documents as well as allowing project controlled priority of signatures
- Helped spec/plan/implement the MVP back-end of a CQRS/ES document distribution service (Commanded, LiveView)

Stitched

Oct 2020 – Oct 2021

Full-Stack Developer

Permanent

- Solo back-end developer in eCommerce application utilising 3D renderings to simulate custom products and dimensions
- Learned, maintained and wrote endpoints for Ruby-on-Rails JSON API source of truth
- Reworked Typescript based 3D renderer React application to interface with LiveView wrapper
- Ported the Rails based authentication and session systems to Phoenix and Redis
- Implemented new system for interfacing with dimensions for the product, allowing for sensible defaults to decomplicate the process for the user

Square Enix

Feb 2018 – Oct 2020

Junior Developer

Permanent

- Tomb Raider and Just Cause 4 websites (React, JavaScript, StyledComponents)
- Worked on SE Membership authentication platform, APIs for the game teams (Elixir)
- Phoenix application for third party mobile game developers to create accounts and submit their requests for games involving Square Enix IPs (Phoenix)
- Application to visualise how a webpage on internal environments looks when shared on social medias (React)
- React based Headless CMS, with the APIs for publishing content (TypeScript, React, Cowboy)
- Implemented greenfield Twitch Drops integration for Square Enix games using ES/CQRS, exposing the data on the Game APIs and working with Twitch staff

OTHER PROJECTS

Untitled ML Project

Currently working through Machine Learning in Elixir book and building a model to predict where an item should be when it is removed from a picture

gw2.fish

I play Guild Wars 2 and they added fishing and a bunch of achievements for collecting fish. I build a React app that could take an API key for your account then based on your achievement progress, tell you the time of day in your zone, the available fish, where and how to catch them to complete the achievement.

Booking Management

I'm working with a previous colleague on a multi-tenant/event sourcing based booking system for campsites and small hotel services (Phoenix LiveView, Commanded)

Magic Commander League

My local game store started an event tracking points earned in games of Magic: The Gathering, so I learned Golang and created a small (single-file!) app in the space of a week which is now being used instead of a spreadsheet in the shop.

EDUCATION

Level 4 Software Development Apprenticeship

Corndel Software Engineering Academy

2018 - 2019

London

BTEC Level 3 Extended National Diploma in IT

West Suffolk College

2014 - 2016

Bury St. Edmunds

AWARDS

Software Engineering Methodologies

BCS, The Chartered Institute for IT

2018

Programming in HTML5 with JavaScript and CSS3

Microsoft

2018