

# Pierre Le Chanu

## Backend Software Engineer

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## EXPERIENCE

### KORALPLAY | BACKEND SOFTWARE ENGINEER

October 2020 – Current | Nantes, France

- C++ backend services : architecture and feature development and CI/CD set up to handle production deployment over 6 countries.
- MySQL production and developing databases versioning and maintenance. Dealing with billions bets settlement thanks to SQL optimization.
- Java backend services : feature development on Spring framework.

### CONTINENTAL, ON BEHALF OF ASTEK | EMBEDDED SOFTWARE ENGINEER

August 2019 – October 2020 | Toulouse, France

- Embedded UNIX system development and integration.
- Working on Over The Air Volkswagen vehicle update. Crucial non-failing constraint guaranteed by strong testing policy.
- Working with C++ (main code) and Python (test code) on multi-threaded and event-based solutions.

### AIRBUS, FLIGHT TESTS DEPARTMENT | IOT INTERN ENGINEER

September 2018 – March 2019 | Toulouse, France

- Engineer internship based on MEMs sensors.
- Development of a configurable data acquisition system. System had to perform well under high pressure and temperature and during a flight time (several hours).
- State of the art and product development based on M5-Stack (close to Arduino) about MEMs sensors and sensor-system communication.

## EDUCATION

### QUEBEC UNIVERSITY IN CHICOUTIMI (UQAC) | CHICOUTIMI, CANADA

September 2017 – August 2018

- Additional academic year to complete an international double-degree.
- Specialized in artificial intelligence (neural networks), numeric simulation and power electronics.
- Optional project management lessons.

### UNIVERSITY OF LIMERICK (UL) | LIMERICK, IRELAND

May 2017 – August 2017

- Designing an IoT system based on a sensors board to help students to learn the concept of IoT.
- End-to-end development of an application to demonstrate IoT components including PCB design to fit Arduino boards.
- Helping teachers over an IoT Summer school for international students.

### POLYTECH NANTES ENGINEER SCHOOL | NANTES, FRANCE

September 2013 – August 2018

- BS in Math & Physics and MS in Electronic and digital technologies
- Virtual Reality based project with researcher, exhibited at Laval Virtual
- Volunteer at Nantarena, the e-sport event association in Polytech

## SKILLS

### PROGRAMMING

Proficient:

C++ • CMake • SQL

Experienced:

Java

Familiar:

JavaScript • Shell

### LIBRARIES/Frameworks

Spring • React • Next.js

### TOOLS/PLATFORMS

Git • UNIX • Docker  
Google Cloud Platform  
Gitlab CI/CD • Kubernetes

## PROJECTS

### PORTFOLIO

in progress

Building a portfolio using React, Next.js and Vercel deployment.

### VST PLUGIN

next project

Build an audio plugin in C++ to be used in Digital Audio Workstations (DAWs).

## INTERESTS

### MUSIC

Playing guitar, computer music and helping organize music events.

### RPG BOARD GAMES

Playing board games based on RPGs. Basically fighting orcs and goblins since childhood!