Antoine Teuf

Senior Full Stack Developer 10 years of experience



Contact



(+33)6 62 06 67 78

in antoineteuf

About me

Passionate full-stack developer specializing in web application development, Craft practices (TDD, BDD, Clean Architecture...), and gamification, with nearly 10 years of experience.

My preferred stack is based on TypeScript, primarily using React for the frontend and Node for the backend. I also have experience with Angular and Java backends, and I'm always eager to explore new technologies.

I also enjoy mentoring and training junior developers to help them grow their skills.

Skills



Experience

Founder, Senior Full Stack Developer

Pink Bean Studio January 2022 - Present

Created the web game Worldle, which reached 3M daily players Developed Timeswipe.fun, a historical trivia game for iOS, Android, and Web Built game and application prototypes to test new concepts

TS, React, Capacitor, Tailwind, Cloudflare, Supabase, PostgreSQL, Godot

Senior Full Stack Developer

folk

March 2022 - September 2023

Integrated Zapier & Microsoft Outlook's contacts and emails imports Developed a template system to simplify contact group creation Added attachments and images to email campaigns Created public views to allow contact list sharing Redesigned interfaces: Onboarding, Contact Panel

TS, React, NestJS, GraphQL, PostgreSQL, Kafka, AWS, Terraform, GitLab CI

Full Stack Developer

CodinGame

October 2019 - September 2021

Revamped the subscription system and improved Stripe integration Developed virtual escape rooms for the CodingEscape platform Implemented SAML authentication on the CodinGame For Work platform Mentored and trained interns

TypeScript, React, Express, TypeORM, GraphQL, Java, MyBatis, Guice, GitLab

Full Stack Developer

OCTO Technology

September 2017 - September 2019

Ministry of the Interior : Firefighters' operations management system TypeScript, Node.js, hapi, Angular, Python, PuLP, GitLab Cl, Docker

BNP Paribas : Financial transaction management system overhaul Java, Spring, Cassandra, Flink, GitLab Cl, Docker, Kubernetes

Renault : Vehicle CO2 emissions calculator Java, Spring, JavaScript, jQuery, Oracle DB

Gameplay Programmer

Ubisoft Paris Mobile April 2015 - March 2017

Developed the game Smurfs Epic Run on iOS/Android/Apple TV

★ Education

Software Craftsmanship Certification - 2018, OCTO Technology Master's in Games and Digital Media - 2015, ENJMIN BSc in Software Development - 2013, IT Carlow (IE) DUT in Computer Science - 2012, IUT Le Havre



Books - A Psalm for the Wild Built, Circe, The Queen's Gambit **Board Games -** Chess, Dominion, Trio, The Crew, Skull