



Christophe
DUGNE ESQUEVIN

Web & Mobile
Software Architect



40 years old, husband, dad

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EDUCATION

2003-2006 ESEIRB
Specialized as Software Developer.

2001-2003 Scientific CPGE
Specialized in Mathematics.



MUSIC PRODUCER



EXPERIENCE

Twinlify

2020-2023

Co-founder
CTPO



- Designed an SDK to create 4D digital twins: 3D + live connections to many protocols.
- Designed and developed the SAAS platform handling and distributing clients digital twins.
- Gathered clients needs to adapt the solution accordingly.

ReactJS NodeJS ThreeJS AWS serverless Typescript

- Lead dev for the mobile app (2022-2023).
- Created a real-time multiplayer mobile game (Exalt - 2018).
- Designed and developed mini-services with a modifiable frontend (2015-2019).

ReactJS NodeJS ReactNative Typescript

Coorpacademy

2022-2023
2015-2019

Fullstack developer



Battle Squares

2022



- Designed and developed a mobile game with Godot Engine.
- Daily / monthly / overall leaderboard with dynamoDB.

GodotEngine GDScript AWS serverless Typescript

Lockeyland

2021

- Designed and developed a mobile game with Godot Engine.

GodotEngine GDScript Blender AssetForge



Open source
Repositories
since 2012



- *Fox* : Components and tooling for Godot Engine.
- *La Taverne* : Alternative to Redux.
- *Cherry* : Components and framework for Solar2D.
- *MaperialJS* : JS SDK to create 2D WebGL maps.

GodotEngine GDScript Javascript Typescript Lua

- Joined the Photobox french web team (2014).
- Co-founded and developed a mobile sweepstake (2013).
- Joined many teams on Flex/Flash projects (2010-2012).
- ...and many more projects to see on www.uralys.com.

BackboneJS Javascript Flex / AS3 Solar2D Lua

Freelance
2010-2014

Frontend developer



Ads-Click
2006-2009

Junior Developer

My first real job, in a start-up, where I developed a java API, and few client side pieces.

I guess this awesome team gave me this taste for building innovative projects that still drives me today.

Java struts PHP