

Christophe DUGNE ESQUEVIN

Web & Mobile Software Architect



40 years old, husband, dad

contact

- chris.dugne@uralys.com
- in linkedin.com/in/chrisdugne
- github.com/chrisdugne
- www.uralys.com



EDUCATION

2003-2006 ENSEIRB Specialized as Software Developer.

2001-2003 Scientific CPGE Specialized in Mathematics.



MUSIC PRODUCER





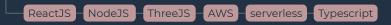
EXPERIENCE

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.



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

ReactJS NodeJS ReactNative Typescript

Coorpacademy

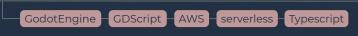
2022-2023

Fullstack developer



Battle Squares

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



Lockeyland

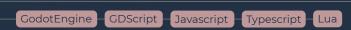
- Designed and developed a mobile game with Godot Engine.





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.



- 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

Ads-Click

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.

