

Christophe **DUGNE ESQUEVIN**

Software Architect

I design and develop web and mobile applications



40 years old, husband, dad

соптаст

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



EDUCATION

2003-2006 ENSEIRB Specialized as Software Developer.

2001-2003 Scientific CPGE Specialized in Mathematics.



MUSIC PRODUCER



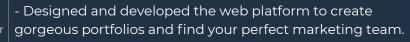


EXPERIENCE

AlterEgo

2023-2024

Fullstack developer





- ReactJS NodeJS TAKNAÉS: - serverless Typescript
- Lead dev for the mobile app (2022-2023).
- Created and developed a real-time multiplayer game.
- Designed and developed a scalable frontend (2015-2019).

ReactJS NodeJS ReactNative Typescript Coorpacademy

2022-2023 2015-2019

Fullstack developer

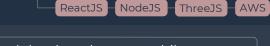


Twinlify

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.



- Designed and developed many mobile games.
- Backend with Serverless and DynamoDB.

GodotEngine GDScript AWS serverless

Lockeyland



Avindi's Valley



Game designer

Uralys

serverless

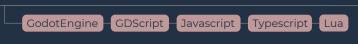
Battle Squares



Typescript

Open source Répositories 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

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.

