



Employment History



Current position

> iOS Engineer at [RATP Smart Systems](#)

Permanent contract (2022 - now) Paris, France

- Development and maintenance of the Bonjour RATP iOS products and apps.
 - Working with other developers and designers to develop product+tech oriented features for a smart mobility application.
 - Building an iOS app with a complex and modular architecture using the Swift Package Manager.
 - Working in a very high security standard environment.
 - Developing protocols to handle multiple mobility provider in a mobility as a service (MaaS) ecosystem.
- Development of a modern design system.
 - Working hand in hand with a design team to establish a high granularity list of design elements.
 - Create an exhaustive set of design tokens.
 - Development of an iOS package, fed by the design tokens to generate a components library
- Working with scrum and agile standards.
- Working in multidisciplinary teams.

iOS Swift Jira GitLab CI



Current position

> Teacher at [Ada Tech School](#)

Freelance (2021 - now) Paris, France

Ada is the first coding school in Europe with a feminist and inclusive culture, open to all profiles. Their education system is based on the Montessori theory.

- Teaching and supervising students in an inclusive environment.
- Creation of educational content.
- Teaching multiple languages, tools and technologies, from backend to frontend and everything that relates with the software environment.
- Personal guidance over softskill and career management.



> Software Engineer at [Freebox](#)

Permanent contract (2019 - 2022) Paris, France

- Built and successfully deployed a new iOS app.
 - Development of an iOS app from scratch.
 - Creation of a product and tech roadmap.
 - Working with other developers and designers to develop product+tech oriented features around Home security system management and smart home monitoring.
 - Reviewed design requirements and wireframes for technical feasibility.
- Development of Swift Packages for internal use (& redaction of documentation).
 - A UI components packages (UIKit & SwiftUI) shared between apps.
 - A network abstraction stack packaged.
- Development and maintenance of 4 existing iOS apps.
- Setup a testing and a continuous integration environment with Jenkins & Fastlane for multiple projects including mobile iOS and Android Apps to improve products quality.
- Development of a NodeJS server side application.
- Working with IOT standards for security systems.
- Research and development over Augmented Reality framework for iOS.

Swift IOT Security ARKit SmartHome Javascript

Leboncoin

> iOS developer at [Leboncoin.fr](#)

Permanent contract (2014 - 2019) Paris, France

- Development and maintenance of the Leboncoin iOS products and apps.
 - Development of unit and UI tests for the Leboncoin iOS app.
 - Development of distributed iOS Swift frameworks and static librairies (for internal and external usage).
 - Modularized the core Leboncoin app's features.
- Setting up quality control, code review, continuous integration and continuous delivery solutions.
 - Working with Gerrit code-review solution for code review process.
 - Created a continous delivery flow with Fastlane.
 - Built a CI environment with Jenkins.
- Conducting user tests and designing user centric features.
- Working with scrum and agile standards.
- Working in multidisciplinary teams.
- Working in a T-Shape environment:
 - Development of web micro service in Go.
 - Development of Android app's features with Kotlin.

iOS App Obj-C Swift UX+UI Jenkins Fastlane Go Gerrit Micro-services Agile TestFlight Gym



> Developer at [Egos Ventures](#)

Internship (2014 - 2014) Atlanta, GA, USA

- Architecture and model design for services and products.
- Sound and image processing.
- iOS and Android apps development (native).
- Development of unit test framework for internal use and development of unit tests for the in-productions solutions.
- Added UI Tests for apps.
- Gobal quality improvements for the in-house software, services and apps.

C/C++ Computer vision Sound Detection Mobile App development Swift+iOS Java+Android

> Java developer at [ThinkMyApp](#)

Internship (2013 - 2013) Rueil Malmaison, France

- Development of parsing algorithms loaded on servers that treat big amount of data.
- Development of java software for external use.

Java Swing Debian Perl Big-Data

Skills 🏋️

Expertise on the two programming paradigms used in Swift : object oriented and protocol oriented.

Strong knowledge in scripting programming and usage of their interpreter.

→ Swift, Objective-C, Java, Javascript, Go, Bash, Python.

Design Patterns :

→ Creational : Singleton

→ Structural : MVC, MVVM, VIPER

→ Behavioral : Observer (RX & Combine)

Frameworks and Libraries :

Strong knowledge in the Apple ecosystem OS (iOS, iPadOS, WatchOS and tvOS) frameworks.

User interface development :

→ Imperative with CocoaTouch+UIKit

→ Reactive with SwiftUI and React

Good understanding of OpenCV's Image Processing framework.

Outside of the Apple ecosystem, other GUI frameworks such as SDL for C, PyQt and Tk for Python.

DBMS :

NoSQL (with MongoDB)

SQL (with MySQL, PostgreSQL)

Graph (CoreData)

Education

2014 : Bachelor Software Architecture

ESGI, Paris 12e

Extra Curriculum : Founder and President of the Coding Dojo Club

2012 : Higher Degree Certificate in Software & IT


Saint Michel de Picpus, Saint Mandé

Spécialisation : Software development

2011 : Baccalaureate in Social and Economical Sciences


Cours Progress, Paris 3e

Languages

 Français : read, write, speak native

 English : read, write, speak

Anything else ?

- I can play all the Red Hot Chili Peppers riffs with my guitar. 
- I cook a great shakshuka, the famous Mediterranean meal. 