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37 years old - Driving license

Professional Experience

January 2023 - Today

Lead Product Software Engineer at WOLTERS KLUWER / FINSIT: Accounting solution

- Design system

  Implementation of UI components extracted from our code-base to be able to integrate the group design-system, using today's standards technologies as CSS3 and web-components.

- Front-end development

  Improvement of the current architecture and implementation of new features.

- Back-end development

  Development in .NET of European assets around accounting problematics, like reports or forecasting.

- finsit Conference

  Implementation of an in-house conference with both lectures and workshops to share knowledge among us, and provide an in-detail view of new technologies or new architectures we recently introduced.

- UI Team

  Creation of a new UI team, defining new processes, new tools, and helping junior developers to onboard.

- Mentoring

  Weekly sessions of teaching and pair-programming with junior developers to make them grow inside our team, both at the technical level and at a team-member level.

- Cross-team project leading

  Managing of projects involving multiple business units among Wolters Kluwer to coordinate efforts and facilitate the delivery of a new product.

- Architecture

  Design and refactor our applications architecture to ensure they will match our constraints while being able to evolve. Set up of fitness functions and code quality rules.

May 2021 - December 2022

Senior Product Software Engineer at WOLTERS KLUWER / FINSIT: Accounting solution

- Front-end development

  Join the effort to bring new features in an easy-to-grasp way, while focusing on providing the best software architecture possible.

- Juniors tutoring

  Experimentation and implementation of processes to help juniors grow within finsit, both at a technical level and at a culture level.

- Design system

  Extraction of an in-house design-system to help developers building user interfaces faster and in a more consistent way. First step to integrate the group design-system.

March 2019 - April 2021

Lead full stack engineer at CYBERZEN: Cybersecurity apps

- Full stack development

  Development of in-house applications to audit companies security policies built upon a full Javascript stack. We use Express server-side, and React front-side to build modern applications.

- Digital transition

  Implementation of tools to help companies to transition smoothly into the numeric world. We design solutions to accelerate companies growth and to convert their activities to use today's technologies and capabilities.

- Cybersecurity Android app

  Development of an Android app using Kotlin to scan credit card and display informations stored on a contactless payment card.

- Remote

  Setup of a remote-friendly environment as the first remote-employee of the company.

October 2017 - February 2019 **Senior front-end engineer** at WEEZEVENT: seated ticketing solution

- Seated ticketing

  Development of a seated ticketing solution in multiple layers from raw map drawing using D3 to a complete sales workflow for final users. Attention was given to the design to allow multiple rendering solutions (a in-house solution in 2d as well as PACIFA for 3d rendering), but also to allow several parts of the application to plug onto the solution to add their own interactions.

- Front-end development

  In charge of improving the overall javascript code and practices as well as bringing the latest of the front-end ecosystem to improve the quality of the code and the skills of other devs when it comes to Javascript. We use React, Redux (we implemented a switchless layer as I personally don't like strings comparison over OOP message sending), and the React eco-system (jest, create-react-app, etc).

- Remote

  Setup of a remote-friendly environment as the first remote-employee of the company. Teaching of good-practices experienced over years: good communication process, async meeting, useful scripts, etc.

July 2014 - June 2017 **Software engineer** at FÖRETAGSPLATSEN: full-stack engineer, UX & UI

- Front-end development

  JavaScript development (ES5/ES6), client-side architecture, UX & UI design (Less/CSS, SVG icons). Unit testing is an important part of the development process, we are using Jasmine for JavaScript testing (through Karma).

- Backend development

  Backend in C#, using the MVP framework for REST API handling. The server fetches the data from a CouchDB database. We use NUnit on the server-side for unit testing.

- CI & DevOps

  Experience with automated testing via TeamCity. Automatic deployment on Microsoft Azure using Ansible.

July - August 2013 **Scientific engineer** at INRIA (RMoD): redesign of the Pharo Smalltalk IDE

- Responsible for the refactoring of the legacy "Morphic UI" framework.
- Implementation of Spec: a UI-generation framework.
- Development of a fully-featured IDE solution for Pharo.

June 2013 - June 2014 **Software engineer consultant** at FÖRETAGSPLATSEN

- Development of a new major release of the web application: technical migration from a template-based server-side application to a component-based JavaScript single-page application.
- Development of a cloud-based document archive application *à la* Dropbox for accounting agencies.

June - August 2013

Software engineer Student program of the GOOGLE SUMMER OF CODE

Improvement of Spec: decoupling the models from the UI framework for better extensibility.

March 2013

Young Engineer at INRIA (RMoD): UI framework development

- Implementation of new UI widgets (in Morphic).
- Refactoring of the legacy UI codebase.

August 2012

Head of the Student volunteer program at International Smalltalk conference

Coordination of the students and the well-being of the attendees at the *20th International Smalltalk Conference*.

August 2012

First author of *A Framework for the Specification and Reuse of UIs and their Models*

Publication of the article *A Framework for the Specification and Reuse of UIs and their Models* by Benjamin VAN RYSEGHEM, Stéphane DUCASSE, and Johan FABRY at IWST '12.

May - August 2012

Software engineer Student program of the GOOGLE SUMMER OF CODE

Implementation the *Traits support in Nautilus*, the new default Pharo IDE I previously developed.

July - August 2012

Young engineer at INRIA (RMoD): Refactor and improve widgets

Improvement of widgets and the development of a widgets generation framework.

Summer 2011

Software engineer Student program of the SUMMERTALK

Improvement of the Pharo IDE toolset. The SummerTalk is an ESUG (European Smalltalk User Group) equivalent to the Google Summer of Code.

FLOSS Projects

Pharo

As a core maintainer of Pharo (an open source Smalltalk implementation), most of my Smalltalk projects have been integrated in the distribution. My other Smalltalk projects can be found on Smalltalkhub.

Following is a selection of FLOSS projects of which I am the author.
Please see my GitHub profile for a more complete list.

git-linter

git-linter is a command line tool and a docker-based GitHub/Gitlab CI integration that lint git commit messages using project-defined rules. The code is distributed under the GPL 3.0 license.

SandGlass

SandGlass is an electron-based systray app used to track my working time. It provides a CLI for workflow integration and D3 based histograms of time per projects. The code is distributed under the GPL 3.0 license.

great-things-done	**Great Things Done** is a keyboard-centric GTD application based on Electron, and implemented in Clojure/ClojureScript. The front-end uses Reagent (an adaptor to React in CLJS), and implements some interesting features like a fully encrypted file-based database, global shortcut with OS X integrations, or Dock icon support. The code is distributed under the EPL 1.0 license.
ergotron-firmware	**ergotron** is a hand-made custom keyboard I built from scratch. The firmware is based on the excellent ergodox-firmware by Ben Blazak. The firmrware has been extended to support a lot more keys and LEDs, leading to a new hardware layout. The code is distributed under the MIT license.

Technical skills

Agile	**Remote working**, Pair-programming, TDD, Getting Things Done, Scrum, Pomodoro
Programming	**JavaScript**, Clojure, Smalltalk, JAVA, C, SQL, CAML, COBOL
Software	**Git**, **WebStorm**, **GitHub**, Gitlab, Slack, Upsource, TunnelBlick
Continuous Integration	Travis CI, TeamCity, Jenkins
System	GNU LINUX/UNIX, OS X, Microsoft Windows, AS400

Education

2012 - 2013	1st year of Master Informatique (Master in Computer Science) at the Université des Sciences et Technologies de Lille.
2011 - 2012	3rd year of Licence Informatique (Bachelor degree in Computer science) at the Université des Sciences et Technologies de Lille.
2009 - 2011	DUT Informatique (a 2 year technical degree in Computer Science) at the IUT A de Lille (major).
2005 - 2009	Classe Préparatoire aux Grandes Écoles (Higher School Preparatory Classes), Mathematics and Physics with Computer Science as option at Roosevelt and Clémenceau at Reims then 3rd year of Licence de Mathématiques Pures et Appliquées (Bachelor degree) at the Université des Sciences et Technologies de Lille.
2005	Graduation of a High School Diploma "Scientifique option Sciences de l'Ingénieur, spécialité Mathématiques" (Scientific highschool diploma, with an engineering sciences option and a Mathematic speciality) at Lycée Joliot-Curie at Romilly sur Seine.

Hobbies and interests

Miniature painting	With more than a hundred minis painted, I can proudly say that I am addicted. Seeing a character come to life after hours of dedications and efforts is priceless.
Sport	Scuba diving, preparing N3 certificate. Rock climbing during 10 years, including 5 years at a competition level. Supervision of children (between 10 years old and 15 years old) during 2 years.

Cooking	I love to cook for my family and friends, and have a nice moment all together.
Movies	I love to watch movies, all kind of movies. I can't resist movies that are so bad they're good!
Mechanical keyboards	I spent a lot of time trying to find the ultimate keyboard. Until I made one myself.

Languages

French	Native language.
English	Primary language at work since 2008, both written and spoken.