

### 01 PROFESSIONAL EXPERIENCES

**Frontend Engineer ( Freelance - Remote ) / July 2020 - Today**  
**Lelyline / California - USA**

Lelyline is a Non Profit Organisation focused on addressing extreme poverty and creating sustainable income through crypto and web3 technologies.

- Transform mockup into HTML/CSS/Javascript and animations
- Development of new features, bug fixing and refactoring with React
- Creation of UI/UX with Figma

*Technologies : React, HTML5, CSS3 (SASS), Firebase, GraphQL, Figma, Yarn, GIT.*

**Frontend Developer / February 2020 - July 2021**  
**Tangent Labs / Toronto - Canada**

- Work on LoUPE, a web based task management software for animation studios
- Development of new features, bug fixing and refactoring with Angular
- Work in collaboration with the backend team and UX/UI designer team

*Technologies : Javascript, Angular 9, HTML5, CSS3 (SASS), Zeplin, NPM, GIT and JIRA*

**React Frontend Developer / May 2019 - August 2019**  
**Inqom / Paris - France**

- Development of new features with the stack ( React / Redux / Flow )
- Refactoring the legacy code with new best practices ( ex. Hooks )
- Code Reviews and Continuous Integration
- Implementation of unit and functional tests ( Jest )
- Ensure the scalability of the application
- Transform mockups into HTML / CSS
- Work in Agile methodology ( 2 weeks release cycle )
- Solve problems and bug fixing

*Technologies : React, Redux, Flow, Jest, Lodash, C#, Python, Azure, Docker, Git, Gitlab*

**Frontend Developer Freelance / April 2018 - May 2019**

**Frontend Developer / February 2013 - April 2018**  
**Betclie Everest Group / Paris - France**

- Transform mockups into HTML / CSS ( Sass / Bem / Atomic Design )
- Development of features for desktop websites and webapps ( Javascript & jQuery )
- Development in Angular / Typescript for the webapp sport
- Work in Agile methodology ( 2 weeks release cycle )
- Make webapps responsive for many devices ( from phones to tablets )
- Mobile-First approach to create UX/UI
- Solve problems and bug fixing
- Documentation for naming conventions and architecture
- Work on Visual Studio for versioning project
- UX / UI optimization for the different sites and products of the company
- Creation of POC ( proof of concept ) and wireframes

*Technologies : Angular 2+, Javascript, Sass, C#, .Net, Visual Studio, Xamarin, Zeplin, MS IIS*

**Frontend Developer & Graphic designer / March 2010 - January 2013**  
**Openpattern / Maisons-Laffitte- France**

- Webdesign and HTML/CSS integration
- Design creations of logos
- Design of digital interfaces, packaging, communication print

**Graphic designer / March 2010 - January 2013**  
**Camif Group / Nanterre- France**

- Creation of web flash animations
- Development of RIA ( rich internet applications ) in Adobe Flash
- Subway advertising campaigns
- Print communication, web banners, e-mailing

### 02 TECHNICAL SKILLS

HTML5	■ ■ ■ ■ ■
CSS3	■ ■ ■ ■ ■
SASS	■ ■ ■ ■ □
JAVASCRIPT	■ ■ ■ ■ □
REACT	■ ■ ■ ■ □
REDUX	■ ■ ■ □ □
ANGULAR	■ ■ ■ ■ □
GIT	■ ■ ■ ■ □
NPM / YARN	■ ■ ■ □ □
GULP	■ ■ ■ □ □
PHOTOSHOP	■ ■ ■ ■ ■
ILLUSTRATOR	■ ■ ■ ■ ■

### 03 FUNCTIONAL SKILLS

- Web Development
- Agile Methodology
- Responsive Design
- Mobile-First Approach
- UX / UI & Wireframes
- SEO / AB Testing
- Graphism & Webdesign

### 04 EDUCATION

January 2019 ( 3 days )

**React Training**  
**SFEIR School / Paris - France**

August 2018 ( 4 days )

**Angular Training**  
**Clever institute / Paris - France**

2006 - 2007

**Two-year university degree**  
**Wedesigner Multimedia**  
**Ecole Multimedia / Paris - France**

2004 - 2005

**Year of specialization in multimedia**  
**EAP, art school / Paris - France**

2003 - 2004

**Preparatory for national art schools**  
**EAP, art school / Paris - France**

### 05 LANGUAGES

- French Fluent
- English Profesional