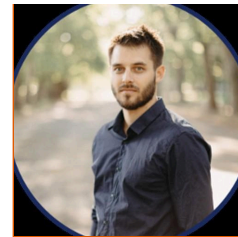


Simon LE STER

Fullstack senior Software engineer

Nantes, Pays de la Loire, FR | +33625620303 | simon.lester@webenretz.fr

in www.linkedin.com/in/simon-le-ster-a8329677



Work experience

Senior Backend engineer 2024-01 - 2024-11

Betclac (freelance)

Mission:

In a wide refactoring project of the customer infrastructure and platform to move from a monolithic to distributed architecture

Context:

I am part of the backend team in charge of handling the finale stage of data preparation. reading data from multiple inputs shaping it and delivering it to frontend in a very short time.

Tasks:

- features development
- You build it you run it mind set => handling the CI/CD part and infrastructure part
- Code review and pair programming
- Ticket refactoring

Technical environment:

C# · .NET 8 · GRPC · REST · Kafka · Terraform · AWS · Jenkins · Mongodb · Microservices · docker · Github

Senior Backend engineer 2022-07 - 2023-12

NOVOFERM France

Same mission as before but freelancing

Senior Backend engineer 2020-09 - 2022-07

NOVOFERM France

Machecoul-Saint-Même, Pays de la Loire, France

Mission:

Building a platform to help customers configure and order product from the catalog.

Context:

For a european wide company, in a international team with english as daily speaking and working language.

This platform empowers the user and help at every step of the interaction with the company.

Tasks:

- As a senior developer, i help qualifying the requirements, writing the features and stories.
- I participate in the integration of junior dev and take part in the interviews process.
- This project being a european one, i also support the PO to help the french division to better understand what is expected from them in the project

Technical environment:

PostgreSQL · .NET Core · Microservices · docker · GitLab · Bitbucket · Neo4j · Leadership d'équipe · Recrutement technique · C# · .NET framework

Fullstack Software engineer 2018-09 - 2020-09

Oceanet technology, Saint herblain, FR

Skills

C#



Team player



API (REST, gRPC)



ASP.NET Core



Tools (Git, Jira, Bitbucket...)



Blazor



Javascript



Databases (MS, Postgres...)



Docker



Cloud (AWS, Azure...)



Skills

French



English



German



Hobbies

Sport, Lecture, Video games, traveling, food eating

Mission:

Responsible for building tools to collect, transform and display data about the overall infrastructure.

Context:

Being part of the internal IT department team in a datacenter company.

Tasks:

- I was responsible for building tools to collect, transform and display data about the overall infrastructure. They were based on api and ETL for the back.

For the front, asp.net and blazor.

Those tools helped System administrator to maintain the infrastructure and deploy new virtual machines in the best conditions.

- I also had the opportunity to start from scratch the reporting part of a vulnerability scanning tool based on aws services.
- I took over the role of scrum master to try and improve tasks management planification in the team.

Technical Environment:

ASP.NET MVC · API REST · ASP.NET Core · Blazor · AWS Lambda · Terraform · Scrum · C#

Backend developer and team leader

2017-04 - 2018-01

GpsGate AB, Budapest, HU

Budapest

Mission:

Rebooting "from scratch" the Dispatch plugin.

Context:

GpsGate sells a gps tracking solution. One of its plugin allows to dispatch jobs to employees in their vehicles in an optimal way.

team of 5 persons

Tasks:

Rewrite the plugin to make it faster, horizontally scalable so it's able to handle the big load of data from new customers.

- Massive amount of data coming from customers trackers.
- Only buisness rules have been conserved.
- Rewrite server side using Actor Model architecture.
- Highly asynchronous and distributed system.
- Akka.net framework.
- Implementation of the Server Sent Event for an asynchron and reactive system.
- Building a buffer system and snowflake id generation to boost database access.
- After the first beta release, taking over the team leading (5 persons) * writting down a developer blog about the rebuild.
- Writting and leading a presentation about this work during a meetup.

Technical environment:

Scalability · SSE · React Native · API REST · C# · .NET framework · MySQL · Git · Microsoft SQL Server

Fullstack developer

2017-03 - 2017-04

GpsGate AB, Budapest, HU

Mission:

Building an authentication module for mobile application.

Context:

Gpsgate owns multiple mobile application using the main platform to run. those new applications were being developed using ReactNative.

Working solo.

Tasks:

Build "from scratch" an authentication module that could be easily implemented in the futur ReactNative applications.

- In charge of the system architecture.
- Deeply involved in the technical choices.
- Writing a first version being hosted on our own servers using Node (expressjs) and LevelDB.
- Writting a second version hosted on AWS using Lambdas and DynamoDB.

- Writing a the mobile part of the client with ReactNative as an NPM package to make it easily reusable.
- setting up a company NPM local server with Sinopia.

Technical environment:

Amazon DynamoDB · Express.js · Npm · React Native · AWS Lambda · Node.js

Fullstack developer

2016-04 - 2017-03

GpsGate AB, Budapest, HU

Mission:

Fixing and adding new features to the Dispatch plugin of the platform.

Context:

GpsGate sells a gps tracking solution. One of its plugin allows to dispatch jobs to employees in their vehicles in an optimal way.

Team of 3 persons.

Tasks:

Being aware of the customers issues and solve them. Brainstorm about new meaningful features and implement them.

- Bug fixing on client server and mobile platform.
- Customer ticket management. Being able to prioritize them.
- find bottleneck and Improve the overall performance of the plugin.

Technical environment:

API REST · C# · .NET framework · MySQL · Microsoft SQL Server · AngularJS

Consultant developer

2014-10 - 2016-03

SOAT

Région de Paris, France

Mission:

Fullstack developer on a client relationship management software at CporDevises.

Context:

CpOr devises uses an internal CRM software to managed its gold and currency transactions.

Team of 4 persons

Tasks:

Create additional modules for the CRM and correct existing bugs.

- Create very complex forms (very specific data and rules on client side).
- Create very complex buisness layer on server side with a lot of data validation to handle.
- Set a team process around user experience to build a more user friendly tool.
- Directly meet with the users to understand their problems.
- Set a process with the technical leader to improve shipping process.
- In charge of the versionning and of the release process.

Technical environment:

TFS · API REST · C# · ASP.NET · Microsoft SQL Server

Consultant developer

2014-06 - 2014-10

SOAT

Région de Paris, France

Mission:

Windows phone developer for a banking application at Backelite.

Context:

The Crédit Agricole needed a new mobile application for its customers allowing the day to day operations on the bank account.

Team of 5 persons

Tasks:

Finalize the windows phone/ windows store application

- Implement the API build by the backend team.
- Team brainstorm with the designers to improve and create new interfaces
- Understand the problematic of using different platforms for the technical part.

- have a good understanding and write a proper implementation of complex business rules for banking operations.

Technical environment:

C#, windows phone/Store, XAML, MVVM

Consultant developer

2014-02 - 2014-06

SOAT

Région de Paris, France

Mission:

Windows phone and Xamarin developer for an image computing and logo recognition application at Panorama.

Context:

Planorama sells a mobile application that allows one to know the percentage of his product on the shelves of a store by taking a picture and analyzing it.

Team of 4 persons

Tasks:

Finalizing the windows phone and android application

- implement the API build by the computer vision team.
- Write the business logic of the applications.

Technical environment:

C#, xamarin android, windows phone, XAML, MVVM

Consultant developer

2013-10 - 2014-02

SOAT

Région de Paris, France

Mission:

Unity 3D & WinRT developer for a radio network simulation software for Thales.

Context:

One of the R&D team was working on a tool allowing to simulate in 3D the building of military grade radio network on the field handling the topography and the network evolutions over time (destructions/movement of assets).

Team of 3 developers

Tasks:

Add new features to the software

- Build a 3D geofencing generation system.
- Create a system to load new 3D assets in the system.
- Allow the manipulation of the 3D models in the application

Technical environment:

C#, XAML, Unity3D, Blender, MVVM, TFS

Trainee developer

2013-06 - 2013-09

Capgemini

Toulouse

Mission:

Trainee inside the virtual reality center of Capgemini in Toulouse

Context:

The DCNS Lorient wants to modernize the way it shows its production site to its customers

Team of 2 trainees

Goal:

Create a proof of concept of virtual tour in 3D of the production site by respecting the constraint needed in a military grade building.

Tasks:

- Come up with the concept itself of using a tablet as a remote communicating via bluetooth with a computer projecting the tour on a wall.
- Build up a communication protocol using bluetooth technology between the tablet and the computer.
- Think of all the meaningful interaction for the leader with the tablet
- Write down the business logic of the client and the server.
- Create the 3D models and the animations being used in the "POC".

Technical environment:

C#, Unity3D, Blender

Trainee developer

2013-03 - 2013-05

Capgemini

Région de Toulouse, France

Mission:

Trainee inside the virtual reality center of Capgemini in Toulouse

Context:

An existing 3D Product Lifecycle Management software being built for pc use need to be adapted for being used on a big tactile table to be shown at le bourget aeronautical show.

Team of 2 trainees.

Goal:

Rethink all the interactions and interfaces of the application to make it easy to use with a 10 finger tactile table.

Tasks:

- Create a new tactile keyboard for data input on the table
- Team brainstorm to come up with interfaces ideas
- Full rewrite of the interfaces with Unity3D
- Rewriting logic scripts to adapt it to tactile use

Technical environment:

C#, Unity3D

Education

2013-01

Institut supérieur des techniques de l'ingénieur d'Angers

Institut supérieur des techniques de l'ingénieur d'Angers

Software development, human-machine interfaces and virtual reality (2008 - 2013)