Mathias DIDIER

https://mathiasdidier.com
mathias.didier7@wanadoo.fr

SOFTWARE DEVELOPER, WEB, XR

PROFILE

I'm a developer with 5 years of professional experience, and about 10 years of programming.

My main skills wrap around the web ecosystem, front-end or back-end, and DevOps.

I also have many interests in the XR (VR-AR) field, and in machine learning.

SKILLS

Architecture, Development, DevOps, Quality analysis, CI/CD

TECHNICAL ENVIRONMENT

JavaScript/TypeScript, React, Ruby-on-Rails, GraphQL, Python, Bash, C#, Unity3d, AWS, Firebase
Jira, Git, Gitlab, Jenkins

EDUCATION

Le Mans University

- Master degree: Smart systems engineering 2015- 2017 | Le Mans
- Degree: engineering and computer sciences 2012-2015 | Le Mans

Gabriel Touchard High school

- High school diploma: technical sciences for engineers (with honors) 2008-2012 | Le Mans

LANGUAGES

French: Native
English: Intermediate / Technical

LINKS

Github://matEhickey
LinkedIn://Mathias DIDIER

EXPERIENCE

Dolead: 4 months (Mai 2018 – Now) | Paris

➢ Developer

Lead generation company
 # TypeScript, JavaScript, React, Python, Mongo, AWS, CircleCI

- Houston-studio: Landing page generation tool,
  Part of a 5 developer team (Dolead user experience)
  Develop several features (landing pages new dashboard, ab-test on variants, drag-and-drop content).
  Investigate and fix bugs.
  Implemented tests: unit for back and front, and e2e with Cypress

CONSERTO: 4 years (February 2018 – Mai 2022) | Nantes

➢ Developer / DevOps / Lead @ LAPOSTE

French mail carrier company
 # TypeScript, JavaScript, React, Ionic, Mongo, Node express, Firebase

- Forum: Editorial mobile app
  Led a 3 developers team, designed the architecture.
  Developed several features such as custom event tracking, and user notifications using Airship.
  Created DevOps processes.
  Conducted quality analysis with focus on accessibility, achieved 92% unit test coverage.
- Vehiconnect / Vehiparc: Vehicle management platforms and API
  Analyzed previous code, brought optimizations, and developed new features.
  Introduced DevOps principles.
  Implemented unit tests and integration tests strategies.

➢ Developer @ WIZTIVI

Smart-TV UI framework
 # JavaScript, Wiztivi framework

- Wiztivi framework: framework for smart-TV user interfaces
  Developed core framework features: Implemented lazy-loading.
  Integrated the google Shaka player.
  Investigated bugs and applied relevant fixes.
- Altice UI: Main application developed with the framework
  Source code analysis and bug fixing.

➢ Developer / Co-lead @ SNCF

French train company
 # Ruby-on-rails, JavaScript, React and React-Native, GraphQL, Python, Tensorflow, Unity3D, AWS

- SmartOffice / SmartOffice mobile: real-estate management

platform

Implemented different features on web and app, applied bug fixes.
Initiated the web app migration from vanilla JS to React.
Integrated GraphQL and improved development time.
Executed quality analysis: unit, integration, end-to-end tests using Cypress.
Implemented CI/CD pipelines: Drone CI, Jenkins, Gitlab CI.

- Sentinelle: Train-station display anomalies platform
  Contributed to the app architecture and developed the solution.
  Integrated ServiceNow SOAP API.
- Visio: Video-conference terminal linking Tokyo and Paris train-stations with face anonymization, and facial expression recognition
  Collected requirements, designed architecture and developed all the features.
- DataBoard: Graphical boards containing data tools
  Collected requirements and designed the architecture.
  Led and provided mentoring to 2 juniors developers.
  Produced the CI/CD pipelines.
- VR Architect: Prototyping tool for public places, virtual-reality (Oculus SDK)
  Collected requirements, designed architecture and developed all the features.
  Conducted user-testing sessions.

➢ Developer / Co-lead @ CONSERTO VR LAB

Virtual reality development service

 # Unity3D, UE4, Aframe, Python, Oculus, SteamVR, React, Node express, Sequelize ORM

- Hypercube Hub: VR Hub for an arcade center
  Co-led a team of three: 2 developers and a 3D artist.
  Designed architecture and developed a user interface system based on image rendering.
  Developed the game selection UI and in-game countdown.
- Press articles for ”Programmez!” magazine: VR development technologies comparison: UE4, Unity and Aframe
  Designed architecture, developed POC, and redacted articles for the magazine.
  Integrated designs through close collaboration with the 3D artist.
- Conserto Assets Manager: Assets exchange web platform for the lab
  Collected requirements, designed the full-stack architecture.
  Led the back-end development, Developed the front-end.
  Integrated three.js to visualize assets (textures and models).

Intern @ PYGMATEC: 9 months (March 2017 – December 2017) | Tours

Industrial robots integration company

 # Python, Java, Kivy, ROS-industrial, Universal-Robot, URCap

- Operator-Shift: Mobile platform for a pick and place robot, to allow operator to easily program it
  Collected requirements, produced POC and participate to final release.
  Created a ROS android remote with Python (Kivy).
  Integrated a ROS Inverse Kinematic solution.
  Implemented geometrical mathematics for planes based pick-and-place.
- RoboDC: Universal-Robot plugin that convert DXF files into robot trajectories
  Collected requirements, designed architecture, and developed all the features.
  Implemented a regex based DXF parser.

Intern @ ADG SOFTWARE: 6 months (April 2016 – September 2016) | Le Mans

Accountancy software development
 # VB, C#, PHP, React, Sage

- OphtaGest: accountancy software for ophthalmology
  Collected requirements, collaborated to the architecture.
  Developed several features, bugs investigation and fixes.
- Nav24: Bus tracking platform
  Collected requirements, design architecture and developed all the features.