

Joan Rieu

SOFTWARE ENGINEER

Software engineer with a deep interest in software architecture, programming languages and algorithms.

Self-taught programmer since age 7, achieved a **Master's Degree**.

Passionate about sharing knowledge and learning about new technologies and practices.

PROFESSIONAL EXPERIENCE

2019 to Present → Web Developer @ Ubisoft

Development of embedded apps using **web technologies** (JavaScript, React)

2018 to 2019 → Tech Lead for Web & Cloud @ Lectra

2016 to 2018 → Software R&D Engineer

Workshops to introduce new technologies (TypeScript, Kafka)
Creation of a technical **framework** for multiple teams (TypeScript)
Architecture and development of **microservices** and **frontends** (Kotlin, Spring Boot, TypeScript, React, Node.js, RabbitMQ)
Development of **data processing** services (Scala, Kafka)
Improvement of the **CI/CD pipeline** with the operations team (Jenkins, Docker, Kubernetes, Helm)

2016 → Software Research Engineer (intern) @ Inria

Creation of a **Domain-Specific Language** (Eclipse Xtext)
Creation of interactive **visualisations** (Sirius)
Design of a resilient network protocol (Java, RxJava, Cucumber)
Development of **server** components (Java, OSGi)
Development of **Android** apps (Java, RxAndroid)

2013 to 2015 → Freelance Web Developer @ AEI

2015 → Android Developer (intern) @ Zaptic

2014 → Android Developer (intern) @ ANSSI

2013 → Android Game Developer (intern) @ IDSC Group

See more projects on github.com/joanrieu


EDUCATION


Master's Degree in Computer Science and **Software Engineering** with a one-year specialization in **Robotics**
Enseirb-Matmeca, Bordeaux, France

Fluent **French** and **English** speaker
Proficient **German** and **Italian** speaker

CONTACT

 joan@joanrieu.com

 Montréal, Canada
(previously: Bordeaux, France)

 Open to relocation
and remote work

PRIMARY SKILLS

Full-stack web development
(JavaScript, TypeScript, React, NodeJS, Express, Kotlin, Spring, RabbitMQ)

Microservices deployment
(Docker, Kubernetes, Jenkins, Microsoft Azure)

Mobile application development
(Java, Android)

Speaking at conferences
(BDX I/O, Devox France)

SECONDARY SKILLS

Compiler development and domain-specific languages
(ANTLR, LLVM)

Game development
(C#, Unity, C++, SFML, OpenGL)

Desktop application development
(C++, Qt, Java, Swing)

Robotics and embedded systems development
(C++, electronics)

METHODOLOGIES

Agile
Kanban, Scrum

Architecture
Domain-Driven Design
Hexagonal Architecture

Testing
Test-Driven Development
Behaviour-Driven Development