Pierre **Hofman**   Engineering Manager

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Experience

LEAD FULLSTACK DEVELOPER   2021 – TODAY

Untie Nots   *Paris, France – Partial Remote*

- Reviews and best practices on existing frontend and backend code, different types of testing, versioning and how to manage a technical project
- Set up from A to Z of the architecture and coordination of the migration of existing Angular projects to a brand new and more modern technical stack (React, Next.js, ...)
- Accompanying the teams of developers, both humanly and technically
- Participation in the marketing, design, and development of the future company website with a US agency
- Gathered the needs of CSM and customers to improve the UX of the tools (Figma…)
- Direct collaboration with designers (Figma...) and setting up UX meetings
- Improvement of the company's tech culture
- Recruitment of technical profiles (seniors & juniors)
- Use of tools used for collaboration for the whole company with an agile ticket system, feedback system, a wiki
- Writing a guide on agile to improve the teams on the Scrum framework

Tech: React 18+, Next.js 13+, Angular 13+, TailwindCSS, Scss, SWR, Auth0, Zustand, Cypress, Jest, MSW.js, Storybook, Python, PostgreSQL, Docker...

FULLSTACK DEVELOPER – FREELANCE   2020 – 2021

Bigotti   *Paris, France – Full Remote*

- Single developer, full development from A to Z of an artistic e-commerce website
- Front office & Back-office development (dashboard)
    - Artistic e-commerce site development
    - Illustration gallery
    - Ordering artwork
    - Online sale of items
    - SEO

Tech: React, Redux, Node.js, MongoDB, Strapi, Stripe

FRONTEND DEVELOPER – FREELANCE   2020

Melty   *Paris, France – Partial Remote*

- Evolution of internal tools
- Maintenance and development of shoko.fr
- Development of melty.fr

Tech: Vue.js, Vuex, Node.js, SSR, SEO, Google Tag Manager

FULLSTACK LEAD DEVELOPER   2017 – 2019

Alenvi   *Paris, France – Partial Remote*

Development of the presentation website, the internal, B2B and B2C apps, the bot as well as the backend. First developer hired, important technical choices (everything to do from A to Z), agile project management, in charge of recruiting other developers.

Tech: Node.js, Vue.js, Quasar Framework, MongoDB, Microsoft Bot Framework, ...

External API used: Cloudinary, Twilio, Ogust, Slack, Google Drive / Maps, Facebook, Microsoft Azure, URSSAF, Government address API, Eversign...

DevOps: Heroku, Github, Jira, Slack, Netlify, Gandi...

MVC pattern practices, OpenSource project

UI / UX design with Sketch, Photoshop, Illustrator

Want more info? <u>More on my LinkedIn</u>

Education

MASTER "INFORMATION TECHNOLOGY EXPERT"   2015 – 2017

Epitech   *Bordeaux, France*

Law, management, economics, accounting, entrepreneurship
Specialization development

2-year project (in addition to the work of the partner university) in order to be able to create a company as soon as you finish your studies.

MOBILE AND GAME DEVELOPMENT   2015 – 2016

계명대학교   *Keimyung University: Engineer department, Daegu, South Korea*

Creation of small games with Unity 3D, Objective C, C++.
Modeling with 3Ds Max
Learn to better master AI (finished first to a Starcraft 1 AI concours among all students)
Improve my communication and presentation skills
2-year project with Epitech

TOEIC   2015

Epitech   *Bordeaux, France*

Score: 800 / 990
Mastering English
I can have a fluent professional conversation

Bachelor Epitech in Information Technology   2012 – 2015

Epitech   *Bordeaux, France*

Learning by doing projects
Intensive pace of development with multiple project management
Methodology of learning by failure

Tech: C, C++, C#, Java, JavaScript, Python, PHP, Lua, OCaml, Objective C, DBs like Maria|Post|MySQL, many various libraries, versioning, testing…

Languages

Native: French

Full Professional Proficiency: English

Elementary Proficiency: Spanish

Extra activities

Streaming (2012 - 2020): Twitch gaming channel (occasionally)

Game Master (2016 - 2019): Role-playing game Warhammer universe

Multiple animation stands for student's forums (at Mont-de-Marsan, Bordeaux…)

"Coding Club" (2015): Unity3D Initiation for high school students

"Night of the Web" (2015): Demonstration of the Oculus Rift V2

Coding Live (2014): Live Coding at Animasia's Festival (Bordeaux)

Game Jams (2014, 2015): Ludum Dare, Global Game Jam… Won a price for second position

Interests

- Traveling
- Photography
- Learning things
- My friends
- Video games
- Watching TV Series
- Biking
- Reading
- Listen to music and playing the instrument, Ocarina