Pierre Le Chanu

Backend Software Engineer

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EXPERIENCE

KORALPLAY | BACKEND SOFTWARE ENGINEER

October 2020 – Current | Nantes, France

- → C++ backend services : architecture and feature development and CI/CD set up to handle production deployment over 6 countries.
- → MySQL production and developing databases versioning and maintenance. Dealing with billions bets settlement thanks to SQL optimization.
- → Java backend services : feature development on Spring framework.

CONTINENTAL, ON BEHALF OF ASTEK | EMBEDDED SOFTWARE ENGINEER

August 2019 – October 2020 | Toulouse, France

- → Embedded UNIX system development and integration.
- → Working on Over The Air Volkswagen vehicle update. Crucial non-failing constraint guaranteed by strong testing policy.
- → Working with C++ (main code) and Python (test code) on multi-threaded and event-based solutions.

AIRBUS, FLIGHT TESTS DEPARTMENT | IoT INTERN ENGINEER

September 2018 – March 2019 | Toulouse, France

- → Engineer internship based on MEMs sensors.
- → Development of a configurable data acquisition system. System had to perform well under high pressure and temperature and during a flight time (several hours).
- → State of the art and product development based on M5-Stack (close to Arduino) about MEMs sensors and sensor-system communication.

EDUCATION

QUEBEC UNIVERSITY IN CHICOUTIMI (UQAC) | CHICOUTIMI, CANADA

September 2017 - August 2018

- → Additional academic year to complete an international double-degree.
- → Specialized in artificial intelligence (neural networks), numeric simulation and power electronics.
- → Optional project management lessons.

UNIVERSITY OF LIMERICK (UL) | LIMERICK, IRELAND

May 2017 - August 2017

- → Designing an IoT system based on a sensors board to help students to learn the concept of IoT.
- → End-to-end development of an application to demonstrate IoT components including PCB design to fit Arduino boards.
- → Helping teachers over an IoT Summer school for international students.

POLYTECH NANTES ENGINEER SCHOOL | NANTES, FRANCE

September 2013 - August 2018

- → BS in Math & Physics and MS in Electronic and digital technologies
- → Virtual Reality based project with researcher, exhibited at Laval Virtual
- → Volunteer at Nantarena, the e-sport event association in Polytech

SKILLS

PROGRAMMING

Proficient:
C++ • CMake • SQL

Experienced:
Java

Familiar:
JavaScript • Shell

LIBRARIES/FRAMEWORKS

Spring • React • Next.js

TOOLS/PLATFORMS

Git • UNIX • Docker
Google Cloud Platform
Gitlab CI/CD • Kubernetes

PROJECTS

PORTFOLIO

in progress
Building a portfolio using React, Next.js and Vercel deployment.

VST PLUGIN

next project
Build an audio plugin in C++ to be used in Digital Audio Workstations (DAWs).

INTERESTS

MUSIC

Playing guitar, computer music and helping organize music events.

RPG BOARD GAMES

Playing board games based on RPGs. Basically fighting orcs and gobelins since childhood!