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# DEVELOPER FULLSTACK EMBEDDED

Backend and embedded systems developer specializing in C, TypeScript, and IoT. Design of cloud APIs for communicating with embedded devices, with experience in firmware development, Linux, network protocols and memory optimization. Strong interest in low-level systems and open-source software.



## SKILLS

- **Languages** : C, C++, TypeScript, JavaScript, PHP
- **Backend / Cloud** : Node.js, NestJS, Firebase Cloud Functions, MongoDB, MySQL
- **Embedded / IoT** : Linux, Zephyr RTOS, memory optimization
- **Tools** : Git, Docker
- **Web** : HTML, CSS, WordPress, Svelte.js, React.js, Next.js
- **Practices** : TDD, Fonctional, emails, sending emails, receiving emails
- **Languages** : Francais (native), Anglais (fluent)

## EXPERIENCE

[gitea.hugulumu.com/](https://gitea.hugulumu.com/)

- **Backend & Embedded Developer** - OSKEY (2024-Present) [oskey.io/](https://oskey.io/)
  - Design of **Firebase Cloud Functions backend APIs** in TypeScript / NestJS for communication with **IoT devices**
  - Refactored existing backend (**strict TypeScript typing**, bug fixes, maintainability improvements)
  - Development of **backend helpers** that centralize **access controls**, error handling, and access to documents in the database
  - Optimized memory usage of an **IoT firmware written in C (Zephyr RTOS)** running on microcontrollers
  - Implemented backend and firmware **integration tests**
- **Fullstack Developer** - FIPF (2024) [carteprof.org/](https://carteprof.org/)
  - Developed a **WordPress plugin (PHP / MySQL)** for payment management
  - Audited and fixed **third-party plugins**
  - Automated **payment workflows**
- **Front-End Developer** - KOSMOPOLIT (2023) [kosmopolit/](https://kosmopolit/)
  - Developed a **multilingual static website** (JavaScript, HTML/CSS)

## FORMATION

### SCHOOLS

- **École 42**, Paris, 2021-2023  
Systems programming, algorithms, software development
- **SIMPLON**, full-stack JavaScript, 2018  
Intensive JavaScript Fullstack Web Development Program

### VOLUNTARY SECTOR

- **ZEROMILLIONS**, 2021 - 2024  
Education on male contraception
- **MIGRANTS-WILSON**, 2020 - 2022  
Food distribution
- **UTOPIA 56**, 2016  
Refugee camp volunteering

## PROJECTS

- **Systems Programming (C)**, Implementation of a Unix shell with command parsing, pipes, redirections, process management and signal handling
- **Network Protocols / HTTP (C++)**, Implementing a non-blocking HTTP/1.1 server with support for GET / POST / DELETE, and CGI execution
- **Graphics Algorithms (C)**, A raycasting graphics engine, featuring 3D rendering based on a 2D map and FPS movement handling

