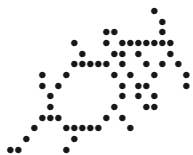


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DEVELOPER FULLSTACK EMBEDDED

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/

- **Backend & Embedded Developer** - OSKEY (2024-Present) 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/
 - Developed a **WordPress plugin (PHP / MySQL)** for payment management
 - Audited and fixed third-party plugins
 - Automated payment workflows
- **Front-End Developer** - KOSMOPOLIT (2023) 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

VOLONTARY 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

