

# Arnaud Cortisse

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📍 Liège, Belgium

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## Profile

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- I've been a professional developer for about 7 years.
- Worked for about 6 years at 6 different companies and for about 1 year on a personal project.
- Started out with low-level programming (C, C++, drivers, etc.) and decided to transition to high-level programming.
- Learned web development by creating my own project (DoNotSkip) and I then got hired based on that project.
- The technologies I particularly enjoy working with these days are: Typescript, React and Node.

## Professional Experience

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2022/04 – 2022/07

### Lead Full Stack Developer

Brussels, Belgium

*Unblock* [🔗](#)

- Worked in a team of 4 people, 100% remote
- Developed new features, adapted existing OSS, deployed new services.
- Utilized: Typescript, React, Vue, Node, NestJS, PostgreSQL, Docker, Kubernetes, GCP, Heroku.

2021/08 – 2022/04

### Senior Full Stack Developer

Brussels, Belgium

*Proxyclick* [🔗](#)

- Worked in a team of about 8 people, 100% remote.
- Created new features. Fixed customer issues. Migrated some of the code from Coldfusion to Node. Improved developer experience. Scrum master.
- Utilized: Typescript, NodeJS, Docker, Gitlab, Redis, Pulsar, MySQL, AngularJS, Angular 2, Coldfusion.

2020/10 – 2021/08

### Software Developer / DevOps

Charleroi, Belgium

*Koopol* [🔗](#)

- Worked in a team of 4 people, 100% remote.
- Designed and developed new functionalities. For example, I added new types of data in the scrapping process and made it possible to extract data in more complex scenarios. Improved / refactored some parts of the project. I migrated the Node API that was written in plain JS to TS, added some caching layers, etc.
- Utilized: Typescript, NodeJS, Go, Docker, Kubernetes, Gitlab, Redis, RabbitMQ, ElasticSearch, React, NestJS, Laravel.

2019/02 – 2019/07

### Software Developer

Liège, Belgium

*Touch Reality* [🔗](#)

- Worked in a team of 10 people using Scrum methodology.
- Designed and developed new functionalities for design tool applications. I mainly participated in the development of functionalities allowing customers to manage high furniture with ease. Wrote internal documentation.
- Utilized: C#, Unity3D, SQL, Winform.

2016/09 – 2019/02  
Liège, Belgium

### Software Engineer

*DELTA*CAST.TV [↗](#)

- Worked in a team of 11 people.
- Designed and developed new functionalities (user space and kernel space) for an SDK targeting multiple OSs (Windows, macOS, Linux). I was in charge of the software development of the company's flagship products. Wrote external and internal documentation. Facilitated the synchronization between the hardware team and the validation team. Mentored newcomers. Refactored most of the code base in a component-based architecture.
- Utilized: C++, C, Qt.

2015/09 – 2016/08  
Liège, Belgium

### Test Engineer

*DELTA*CAST.TV [↗](#)

- Worked in a team of 11 people.
- Developed object-oriented tests based on specific needs. Wrote internal documentation. Executed tests.
- Utilized: C++, C#, C++ CLI, Winform.

## Projects

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2019/09 – 2020/07

### DoNotSkip [↗](#)

*DoNotSkip* is a platform for creating, sharing and using workout programs.

A personal project I built to consolidate some of the knowledge I had acquired after following several online courses.

3 main components:

- A CMS platform using Typescript, ReactJS, Redux, Node and PostgreSQL.
- A marketplace using Typescript, Next.js, Node and PostgreSQL.
- A mobile application using Typescript, React Native, Redux, Node and PostgreSQL.

## Education

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2012 – 2015

### Bachelor, Information Technology

*Institut Supérieur d'Enseignement Technologique*

## Languages

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### French

*Native*

### English

*Professional working proficiency*

## Interests

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### Sports

*Fitness, running*

### English learning

*Speaking, writing, reading and listening*

### Reading, listening to podcasts

*Computer science, programming, well-being, self-improvement, tech news*