

Arnaud Cortisse

Full Stack Developer

CONTACT INFO

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PROJECTS

DoNotSkip

JULY 2019 - JULY 2020

DoNotSkip (www.donotskip.com): solution allowing sports coaches to create and share workout programs that customers can use on their mobile phones.

This is a personal project I worked on to acquire new skills.

- Developed a CMS platform where coaches can manage their workout programs.
- Developed a marketplace where people can get coaches' programs.
- Developed a mobile application where people who got workout programs can use them and take note of their performance.
- A landing page for the solution.
- CI/CD using Github Actions.

EXPERIENCE

Proxyclick

SEPTEMBER 2021 - PRESENT

Senior Full-Stack Developer

Proxyclick (<https://www.proxyclick.com/>): Visitor Management Solution.

- Work in a team of about 8 people, 100% remote.
- Create new features.
- Fix customer issues.
- Utilize: Typescript, NodeJS, Docker, Gitlab, Redis, Pulsar, MySQL, AngularJS, Angular 2, Coldfusion.

Koopol

OCTOBER 2020 - SEPTEMBER 2021

Software Developer / DevOps

Koopol (<https://www.koopol.com/>): meaningful product monitoring.

- 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.

Touch Reality

FEBRUARY 2019 - JULY 2019

Software Developer

Touch Reality (www.touch-reality.com): kitchen design tool

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

Deltacast.TV

SEPTEMBER 2016 - FEBRUARY 2019

Software Engineer

Deltacast.tv (www.deltacast.tv): video solutions for developers

- 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.
- Leveraged knowledge in object-oriented programming and data structures.

Deltacast.TV

SEPTEMBER 2015 - AUGUST 2016

Test Engineer

Deltacast.tv (www.deltacast.tv): video solutions for developers

- 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.
- Leveraged knowledge in object-oriented programming and data structures.

Deltatec

AUGUST 2015 - AUGUST 2015

Software Engineer, Student

Deltatec (www.deltatec.be): high-tech design company

- Worked mainly solo.
- Created an internal tool fixing some incorrect FPGA constraints generated by one of the internal design tools.
- Utilized: C#, Winform.
- Leveraged knowledge in object-oriented programming, unit-testing and data structures.

EVS Broadcast Equipment

FEBRUARY 2015 - MAY 2015

Software Engineer, Intern

EVS Boardcast Equipment (www.evs.com): video server and image processing software

- Worked mainly solo.
- Developed an application that acquires, stores and displays data related to a computer park in the audiovisual field.
- Utilized: C#, WPF, XAML, SQL.
- Leveraged knowledge in object-oriented programming.

EDUCATION

Institut Supérieur d'Enseignement Technologique

2012 - 2015

Bachelor, Information Technology

Ecole Polytechnique Don Bosco Verviers

2010-2012

CESS, Computer Technician

COMPUTING SKILLS

Back End	Typescript, Javascript, C#, C/C++; node.JS, NestJS, .NET
Front End	Typescript, Javascript, HTML/CSS, C#, XAML; React.js, React Native, Next.js, Gatsby.js, WPF, Winform, Qt
Database	SQL, NoSQL; postgresSQL, T-SQL, Redis
Services	Firebase, Google Cloud, Hasura, Heroku, Elasticsearch
Source Control	Git, SVN, Vault; Gitlab, Github
Design Software	Visual Studio Code, Visual Studio
Misc	Docker

LANGUAGES

French (Native), English (Professional working proficiency)

INTERESTS

Sports

Fitness, running

English Learning

Speaking, writing, reading, listening

Reading, Podcasts

Computer science, programming, well-being, self-improvement, novels