

# Arnaud Cortisse

Full Stack Developer

## CONTACT INFO

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## PROJECTS

### DoNotSkip

JULY 2019 - JULY 2020

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

- Developed a CMS platform where coaches can manage their workout programs.
  - Utilized: Typescript, React.js 16, React-Redux, Redux-Saga, Material-UI, Node.js, Jest, Firebase, GraphQL, PostgreSQL, Hasura, HTML, CSS.
- Developed a marketplace where people can get coaches' programs.
  - Utilized: Typescript, Next.js 9, React-Redux, Redux-Saga, Material-UI, Node.js, Firebase, GraphQL, PostgreSQL, Hasura, HTML, CSS.
- Developed a mobile application where people who got workout programs can use them and take note of their performance.
  - Utilized: Typescript, React Native, Expo, React-Redux, Redux-Saga, NativeBase, Node.js, Firebase, GraphQL, PostgreSQL, Hasura.
- A landing page for the solution.
  - Utilized: Typescript, Gatsby.js, Firebase, GraphQL, Material-UI, HTML, CSS.
- CI/CD using Github Actions.

## EXPERIENCE

### Koopol

OCTOBER 2020 - PRESENT

#### Software Developer / DevOps

### Touch Reality

FEBRUARY 2019 - JULY 2019

#### Software Developer

Touch Reality ([www.touch-reality.com](http://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](http://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](http://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.

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## Deltatec

AUGUST 2015 - AUGUST 2015

### Software Engineer, Student

Deltatec ([www.deltatec.be](http://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.

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## EVS Broadcast Equipment

FEBRUARY 2015 - MAY 2015

### Software Engineer, Intern

EVS Boardcast Equipment ([www.evs.com](http://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.

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## EDUCATION

### Institut Supérieur d'Enseignement Technologique

2012 - 2015

#### Bachelor, Information Technology

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### Ecole Polytechnique Don Bosco Verviers

2010-2012

#### CESS, Computer Technician

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## RECOMMENDATIONS

### Steve Lanuit

JULY 2019

#### Lead Developer at Touch Reality

Arnaud's capacity to adapt to his environment as well as his thirst for knowledge has made a great impression on us. The analyses he wrote up were always relevant and meticulous. Arnaud excels in implementing object-oriented architectures and this is seen in the quality of his analyses, his reflections and his code.

Arnaud creates a good atmosphere in the office and settles in very easily in a team. His cheerful character makes him a much appreciated colleague.

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## COMPUTING SKILLS

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

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## LANGUAGES

**French (Native), English (Professional working proficiency)**

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## INTERESTS

### Sports

**Fitness, tennis, walking, running**

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### Learning English

**Speaking, writing, reading, listening**

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### Reading

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

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### Podcasts

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