

Romain Isnel

Web & Android Developer

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Skills

Programming languages : Java, Kotlin, Go, C, JavaScript, PHP, Bash Scripting

Tools : RxJava, OkHttp, AndroidX, Room, HTML, CSS

Databases : MySQL, PostgreSQL, SQLite, MongoDB

Version control : Git

Languages : French (Mother tongue), English (European level C1)

Operating systems : Unix/Unix-like OSs (macOS, Android, Ubuntu)

Experience

Freelance/Android Developer

Since August 2019

After being in a fulltime job for more than a year, I decided to try the freelance experience. During this experience I had the opportunity to accomplish to jobs filling up punctual needs.;

Tasks

- Development of a proprietary framework for image and video editing. This framework was used to insert filters, emojis and texts on pictures and videos.
- Enhancement of a domotic application user interface by implementing a reactive interface with Android Architecture Components (Room, LiveData, Databindings)
- Refactoring and documentation of code for the last application

Technical stack

- Android : Java, Kotlin, Android Architecture Components
- Tools : Git, Github, Travis CI
- Methodology : Agile (2 Weeks sprint, Backlog, Daily review, Code review)

smArtapps/Android Developer

April 2018 to April 2019

smArtapps is a company that sells applications to companies and institutions of the cultural world.

I was working with a company of around 15 people, 6 of them were developers I was directly collaborating with.

I had the opportunity to work with all the professions in the company. I worked with the design team to value better Android consideration in the designing process. I worked with the business development team on development time estimations and also by making demo applications to show to the clients. I also worked daily alongside the project manager.

I was working using the Agile methodology.

Tasks

- Implementation of new functionalities to the company' proprietary Android Framework (Geolocation using Bluetooth Beacons, picture capture and application of filters, implementation of paid content download, on-device image treatment, panoramic images display)
- Development of device specific applications for deployment on site in the client' facilities (Museums). Those applications had the constraint to work on low computing power but also required to work on proprietary docks allowing on-site application content update.
- Rewriting of the code from Java to Kotlin
- Software audit on the proprietary framework
- Implementation of functional and unitary tests with JUnit and Espresso
- Participation in the conception of new functionalities
- Implementation of a continuous integration process with Bitrise CI
- Estimation of development time of new functionalities
- Peer coding
- Code review

Technical stack

- Android : Java, Kotlin, OkHttp, CameraKit, ARCore, Mapbox, Estimote SDK, Firebase SDK, Design pattern MVP and MVVM, JUnit, Espresso
- Backend : PHP, Symfony, PostgreSQL
- Infrastructure : AWS Instances, Self-hosted automated build server (ESXI)
- Tools : Git, Bitbucket, Bitbucket Pipeline, Bitrise CI
- Methodology : Agile (2 weeks sprint, Planning poker, Backlog, Code review, Peer coding, Daily meeting)

Castr/Web & Android Developer

February 2017 to May 2017

Castr was a company that was making an application to communicate with people geographically close to one another.

The team was composed of 6 people whose 1 of them was another Android developer I was working with directly.

I was working using the Agile methodology.

Tasks

- Design of the application' architecture with my peer
- Implementation of a reactive user interface using RxJava
- Development of a Redux-like data store interacting with Firebase
- Implementation of the MVP design pattern
- Integration of Firebase' Android SDK
- Development of the user interface from mockups

Technical stack

- Android : Kotlin, RxJava, Firebase SDK, MVP Design Pattern, Material Design
- Backend : Firebase functions, Firebase storage, Firebase Database, NodeJS, ExpressJS, TypeScript
- Tools : Git, Gitlab, Trello, Android Studio, Slack
- Methodology : Agile (Sprints, Backlog, Code review, Peer coding)

Qleek/Web developer

June 2016 to October 2016

Qleek is a company that was selling a multimedia player whose goal was to "make music something physical again". For that, the company was selling a player that was capable of reading RFID wooden tiles and playing a given content to an audio or video system. They are now selling a solution to analyse audience engagement. The player was working with an API.

The team was composed of 5 people, whose 3 of them where developers I worked with.

I was working using the Agile methodology.

Tasks

- Development of a front-end interface for the merchant website
- Development of unitary and functional tests for the API
- Development of new functionalities for the API (Better user authentication, New third-party content providers including Spotify, Youtube and Soundcloud)
- Development of a mobile application capable of reading the RFID tiles using Ionic

Technical stack

- Frontend : AngularJS, JavaScript
- Backend : NodeJS, Express, Mocha, Stripe, MongoDB
- Infrastructure : Heroku, Self-hosted MongoDB instance
- Tools : Git, Github, Trello, Skype

Education

Sup'Internet/Bachelor of Computer Science

Graduated in 2018, Paris

This was a 3 years study period, in which I was specialized in mobile and web development.

Here are the things I learned from during my studies.

- Basis of Computer Science
- Basis of Programming
- Object Oriented Programming
- Functional programming
- Advanced programming
- Basis of algorithmic
- Advanced algorithmic
- Principles of web development
- Principles of mobile development
- Programming languages : HTML, CSS, JavaScript, Java, PHP, GO, Python
- Development tools : Git, IDEs, Continuous integration and delivery
- Databases : SQL, NoSQL
- Cyber-security principles
- Development environments of Android and iOS

Sup'Internet/Bachelor of Project Management

Graduated in 2018, Paris

In parallel of my Computer Science bachelor, I studies project management and learned to lead a team, manage deadlines and communicate with clients.