



Gautier Delorme

Software Engineer

 gautierdelorme.com

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Skills

iOS	Swift, Objective-C, Cocoa Touch
Web	Ruby on Rails, NodeJS, jQuery, AngularJS, AJAX, Elm, HTML/CSS
Miscellaneous	Bash, Java, Python, OCaml
Tools	Linux, Git, SVN, REST, MySQL, PostgreSQL, Redis, UML
Methodologies	Agile (Scrum), yPBL
Languages	French (Native), English (Professional working proficiency)

Professional experiences

07/16 – Present **Software Engineer**, Apple, San Francisco Bay Area (USA).

07/15 – 08/15 **iOS Developer**, Scoop.it, IoT-Valley - Toulouse (France).

- Developed an iOS app (used by more than 1500 users) providing all the website features in a native mobile environment.
- Added an advanced feature allowing the user to consult his followed posts in a fantastic collection view in order to increase customer retention.

03/15 – 04/15 **iOS Developer**, Driver4U, Toulouse (France).

- Developed an iOS app allowing users to call for a private taxi in Switzerland and pay directly within the app.

01/15 – 01/15 **Web Developer**, Verticualidad, Toulouse (France).

- Developed a website with Wordpress (www.verticualidad.fr) to expand a local mountain sports association.
- Installation on a dedicated server (configuration of Apache, FTP server, PHP, MySQL, DNS).

07/14 – 10/14 **iOS Developer**, Wimha, Toulouse (France).

- Developed an iOS app (used by more than 500 users) allowing the user to flash a QR Code on a little wooden totem and share the instant moment with his community.
- Added Push notifications with Parse SDK in order to increase customer retention.

Projects

11/15 – 05/16 **Indoor and Outdoor Location**, iOS and AngularJS apps.

- Development of an application allowing more than 1000 participants of the IFAC 2017 World Congress to be guided through the city of Toulouse and inside buildings.
- iOS indoor navigation app using Bluetooth Low Energy and Estimote iBeacons technologies.
- Use of Firebase to store data and build an API.
- Development of a web components oriented app with AngularJS.

10/15 – 11/15 **Peer-to-Peer Chat System**, Graphical Java multithreading cross-platform app.

- Developed an app allowing users to send messages and files to each other using peer-to-peer networking.
- Implementation of major design patterns like MVC, Singleton, Facade, Observer
- UML design methodology : creation of a Software Requirement Specification and a Software Design Document.

08/15 – 08/15 **D!scover**, iOS mobile application written in Swift.

- Developed a Tinder-like app to share Scoop.it posts in an original way in order to completely rethink the classical user experience by adding a feature allowing the user to swipe right the post to share it or swipe left to dismiss it.

07/13 – 08/13 **Humanitarian project**, *Scouts et Guides de France*, Rio de Janeiro (Brazil).

- Helped an association to take care of orphans from the favelas
- Taught them English and Mathematics

Education

2013 – Present **INSA**, *MSc in Computer Science (expected graduation year : 2018)*, Toulouse, France.

08/14 – 12/14 **University of Quebec at Trois-Rivieres**, *Semester abroad - Computer Science*, Quebec, Canada.

2012 – 2013 **University of Toulouse**, *BSc in Mathematics and Computer Science*, Toulouse, France.