

Roch Fiona

Full Stack Developer

Contact

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Skills

Technical

- Angular, Vue, React
- Javascript, Typescript, NodeJs, REST
- HTML5/CSS3, Sass, Less
- AWS S3, RDS, EBS, Route53, Cloudfront, IAM, Lambda
- Python, Django

Remote Collaboration

- Github, Gitlab
- Slack, Discord
- Notions, Google Drive
- Jira, Trello

Project Management

- Scrum, Agile
- Planning, Organization
- Functional and Technical Specifications writing
- Code reviews

Langages

- French (native)
- English (fluent)
- Korean (conversational)
- Japanese (low-intermediate)
- Spanish (elementary)

Other interests

Cooking, Gardening, Playing video games, Traveling, Learning languages, Playing Dungeons and Dragons

Professional Experience

Principal Product Engineer

Vanpl - Full remote (Co.Station - Seoul, South Korea)

March 2021 - Ongoing

Joined the startup as the first engineer and developed a camping-car booking platform using VueJs, NodeJs and Typescript. Developed features, setup CI/CD with Github Actions, deployed using AWS, code reviewed peers and wrote feature specifications. Researched, tested and implemented technical solutions.

Full Stack Lead Developer

Seeart - Daegu, South Korea

February 2020 - January 2021 • 1 year

Was the only developer in the company. Designed, organized and developed an e-commerce website from the ground up using Angular2+, NodeJs and ExpressJs. Integrated multiple third party APIs for payment, automation and integration, as well as a Back office. Automated the deployment using AWS and Heroku.

Front End Developer

Ipkiss - Full remote (Station F - Paris, France)

September 2018 - September 2019 • 1 year

Developed an online tattoo booking platform with Angular2+. Maintained a video game & matchmaking app with AngularJS. Made an online quiz game using VueJS.

Mobile and Web Developer

MHComm - Toulouse, France

March 2016 - August 2017 • 1 year 6 months

Designed, developed and maintained web and mobile medical applications using AngularJS, Django and Ionic. Designed and integrated mockups.

Internships and Part-times

Vega France, Technic Soft - Toulouse, France

2014 - 2016 • 1 year

Automated tasks with shell scripting and maintained a management software in C++ for large distribution groups.

Education

Master in Computer Science

Epitech, Toulouse, 2019

Learnt programming in C and C++. Joined the video game development laboratory and participated in game jams. Spent one year as an exchange student at Keimyung University (Daegu, South Korea) specializing in video game development.