Louis CAD

Reliability - Innovation - Fun

Email: louis.cognault@gmail.com
Phone: Ask via email
Currently located in Tours, France
Open source work: github.com/LouisCAD
See my Twitter @Louis_CAD

What I love - values

At work, on projects, and generally speaking

Innovating, ideating, and contributing to what I believe in.
Simplifying complex things
Questioning the status quo
Expanding my knowledge, and sharing it back
Spreading improvement (and scaling it with software where applicable and appropriate)
Keeping relationships and people healthy
Technical things, so long they are useful
Ensuring attention is paid to the important details
Efficiency (energy, time)
Helping others, in my social circle and beyond
Having fun while doing all of the above

{} In software development

API design
OSS projects contributions and authoring
Pair-programming and collaborating
Reliability, efficiency, and maintainability
Inspiring people (developers or not)
Well designed programming languages like Kotlin, Swift, and Rust

Activities/hobbies

- Science (learning and using)
- Understanding people in depth (sometimes)
- Recumbent bikes (commuting & speedy fun)
- Playing piano
- LEGO Technic (custom builds)
- DIY (including electronics)
- Bike Polo (beginner)

Experience

Open source authoring

Splitties (set of mini libraries for Android & KMP dev), 2.4K stars on GitHub
refreshVersions, Gradle plugin, almost 1.6K stars
CompleteKotlin, 265 stars since release in June 2021
beepiz-external-control (IPC on Android)
BleGattCoroutines (Bluetooth Low Energy GATT client for Android), 448 stars
Drafts: CameraCoroutines, BleScanCoroutines
More KT & Gradle projects in Github/Splitties…
Contributed to various projects, including kotlinx.coroutines

2014-2022 Android app developer at Beepiz (fulltime)

Technologies used

Java, Kotlin, coroutines, KMP, Gradle, more…

Tasks

Made 7 production apps (alone)
Ensuring the reliability of 2 life critical apps
Leveraging accelerometer data across many different devices
Managing/replacing self-induced legacy code
Providing a user permission guarded IPC API for customer Android apps to control ours
Keeping Beepiz energy-efficient

2022-2024 Independent

Maintain & evolve a paid KMP charting library
Reduce cloud/server bills with coroutines
Develop a Wear OS Watch Faces app
Generate transparent video with Compose

Public speaking (2017-2024)

Gave 29 talks (19 in 🇬🇧 and 10 in 🇫🇷) on Kotlin, coroutines, Android, and WearOS
Participated in 3 podcast episodes: Android Leaks (twice), and The Developers Bakery

Achievements

Issue reporting

Reported 262 issues on JetBrains YouTrack, with 188 resolved to date
Reported 343 issues on Google's/Android's issue tracker, with 106 fixed to date
Reported 386 external issues on GitHub, with 284 closed to date

Recognition

Google Developer Expert for Kotlin since 2020

Skills (general)

Communication

Languages

Fluent in English, French native, learning Dutch
Typos and misspellings spotter (incl. own)
Comfortable speaking publicly

Presentation tools

Mind mapping tools
Keynote with animations
Google Slides

Vector graphics

Familiar with Sketch (macOS app)
Affinity Designer (light user so far)
Can write SVG path data by hand

3D modeling

Familiar with Shapr3D (iPad & macOS app), with it, I can model the Kotlin logo in under 30s
Getting started with Fusion 360

Made in Kotlin with Compose HTML. Code ⬇
github.com/LouisCAD/ResumeComposition
Generation date: 2024-06-12

Skills (software dev)

Concepts

- Binary, hexadecimal representation
- Backwards and forward compatibility
- Code reuse
- Code readability - mental load
- Code and systems malleability
- Maintainability
- Migration
- Defensive programming

Kotlin

Coroutines (in depth)
Compose Multiplatform
Advanced graphics with Compose Canvas
KMP library development, incl. Kotlin/Native
Scripting, partial and full automation
Gradle plugin development (build automation)

Android

Specific skills

Making entire mobile apps
Making WearOS apps and WatchFaces
IPC (inter-process-communication)
Extensive knowledge about Android dev history

APIs I'm familiar with

Jetpack Compose (including GraphicsLayer)
android.view (programmatically)
BLE (BluetoothLeScanner & BluetoothGatt)
SensorManager
CameraX & Camera2
Most of AndroidX
Several/many other Android platform APIs

Experimenting with

Generating transparent videos w/ Compose & coroutines
Compose HTML, and Compose for Desktop
Swift, and Kotlin/Native interop
iOS dev, including programmatic UIKit
Rust (for embedded systems dev)