



# FLORIAN BIGOT

## Software Engineer

### My Contact

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📍 Amsterdam, Netherlands

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### Technical skills

#### Backend

- Python (Django, Flask)
- Golang
- Node.js (express)
- RabbitMQ,
- Redis

#### Frontend

- Vue.js & Nuxt.js
- React.js & Next.js
- React native

#### Payments

- Stripe
- Mollie

#### DevOps

- Docker,
- Kubernetes
- GitOps
- AWS
- Firebase
- Sentry
- NewRelic

### Soft skills

- Self-taught and independent
- Cross-team communication
- Proactive and outside the box thinking
- Mentoring

### Education

Master of science in Mechanical engineering  
University of Technology of Compiègne,  
France - 2018

Bachelor of science in Material science  
University of Rennes, France - 2015

### About Me

I am a software developer on a journey to conquer challenges. I thrive on problem-solving and refuse to be confined to a specific box. From Front-End to Back-End, DevOps, and everything in between, I'm your go-to developer.

I enjoy collaborating with developer, product, support and design teams to simplify the execution and to bring the best functionalities and aesthetics into every project. I am driven not by specific technologies, but by the specifics that each problem presents. My approach is grounded in a commitment to practical and battle-tested solutions.

### Professional Experience

Get Protocol / Guts Tickets, Amsterdam, NL  
Feb 2021 – Present

Developing all kind of new features in a complex kubernetes ecosystem of several microservices (Python and Golang) and a monolith application (Python) as well as several web and native applications (Vue.js, React native)

- Diversifying revenue source by designing, developing and integrating a new microservice allowing secondary sale of tickets. Process payments, KYCs, and send payouts to multiple parties (end users, customers, customers of customers) using Stripe.
- Creating a reservation system into a complex existing system allowing the sale of tickets through shops.
- Expanding an existing dashboard, so our customers can track buyers orders and payments in real time instead of relying on daily generated csv reports.
- Onboarding new employees and mentor junior developers.
- Troubleshooting and hotfix production bugs, refactor existing codebase.

Hutchinson, Providence, RI, USA  
Jan 2019 – Jan 2021

Designed and Developed a set of tools to automate the design, validation and report generation of mechanical components. Cut down the development cost and time, and increased the quality of new products being developed.

- Created a monolith API (Python) and Web application (Nuxt.js)
- Converted windows based scientific computing libraries into a pluggable Linux container using Docker.
- Extensively used Docker from development to production.
- Maintained a self hosted Linux server.

Jan 2015 – Jan 2019

Various jobs in the automotive and aerospace industry as a mechanical engineer