



Rogliano

8 rue des Bermudes
31240 Saint-Jean – France
Driving licence

Front-end Back-end JavaScript Expert

Objective

Create ambitious and challenging projects, learn stuff and share

Education

Game Design & Programming Degree RNCP II - 2011-2013 - Isart Digital - Paris
One year exchange program 3D – 2010-2011 - Studio-M - Marseille
Bachelor of Technologies and Programming – 2009 - Free candidate - Marseille

Team Skills

Good office software and agile methods knowledge.
Making plans and create deadlines, organized and proactive.
Listener and follower.
Knowledge of all numeric industry sectors.

Technical Skills

Programming: - HTML5, CSS3, PHP, JavaScript, C, C#, DarkBasic, JAVA, AS3, VB, Perl, Python, Ruby
Framework/API: - ExtJS, ReactJS, PIXIJS, jQuery, Prototype, Motools, jCscript, express, socket.io, connect, ejs, mongoose, SFML, jade, phantomJS, Backbone, AngularJS, Underscore, Bootstrap, RequireJS, handlebars, dotJS, Titanium, PhoneGap, CocoonJS, WebGL, ThreeJS, BabylonJS
Software: - Versioning (SVN, Git) Sourcetree, Open office, Microsoft Office, Eclipse, PHPStorm, SublimeText
Servers: - Linux Servers (Ubuntu/Debian), AMP (Apache, PHP, MySQL), APE, MongoDB, Nodex.js, IO, Versioning
Platform and middlewares: Windows8 SDK (C++ and HTML5), Android, Blackberry, iOS/iPad, Web, NW.js, Electron.js, npm

Artists Skills

3D: 3ds Max, Maya, Blender, Sketchup, Rhinoceros
2D: Illustrator, Photoshop, The Gimp
Video: Adobe Premiere
Web: UX design, Responsive Design

Professional Experiences

October 2015 to Today – **Lead Expert and Architect JavaScript – Altran – Toulouse**
I worked as a project leader, teaching new technologies to my team and co-workers, looking for the best solution to use and deploy, managing project development as a scrum-master.
- lead a team of 5 to 10 people
- lead projects (architecture conception, technical environment)
- Airbus projects (under NDA)
- BackboneJS, RequireJS, NodeJS, node-webkit, cordova, jQuery, Grunt

May 2012 to September 2015 – Developer Freelancer

- Eurosport sport simulator (Unity)
- ARTE serious game “Speedfarming”
- SyFy Sharknado 3 Advergame
- Adaptive-channel micro games
- Screenshot / selector extension tool

December 2013 to May 2015 – Dreamirl – CEO, CTO – Toulouse/Paris

I realized a native HTML5 gaming platform with latest technologie, with a desktop app
- I created the client+server and made all games on Dreamirl with a small team
- Based on RequireJS, Backbone, using Underscore, JQuery, dotJS and lot of native for client-side + NW.js for desktop app
- Server with NodeJS, Socket.io, RequireJS, Mongoose, Express

August 2013 to December 2013 – Bricolons.fr – Front-end Developer – Labège

I realized the web application bricolons.fr using Backbone.js, I created the client alone while the CEO was on the server-side using PHP-SSE.
- Lead front, create software architecture and choose technical solutions
- optimizing application for a better mobile usage



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Inateno

Languages:

- French: native
- English: fluent
- Italian: speaking
- Spanish: notions

Other skills:

- Excellent hardware knowledge
- Agile/Scrum methodologies
- Cross-platforms
- Web passionate

Hobbies:

- Skateboarding
- Computing
- Technologies
- Music
- Make games
- Warhammer
- Motors-sports
- Demoscene

November 2012 to today – **Dream-Engine** – Personal open source project

I realized a free open sources game engine to make HTML5

Search “js dreamengine” on Github

- Full stack JS
- All-browser cross-platforms
- WebGL renderer optionnal to gain extra performances + shaders

November 2012 to July 2013 – **Pickture** – **Developer PHP/Javascript** – Paris

A fixed-term one year contract

- Main Front-End and JavaScript developer
- R&D on new technologies to find best tools (PhantomJS, r.js compilation, node-webkit, templating performances)
- Create a browser application with Backbone, architecture conception, prototyping, then train the team

January 2012 to February 2012 – **Vinisketch** – **Developer Javascript** – Paris

Internship contract for few months

- Developing features and components for the application
- Working with phonegap (cordova)
- Developing cross-devices features (Blackberry, Android, iOS)

September 2011 to December 2011 – **GG Factor** – **Junior Developer** – Paris

Internship contracts for few months

- Partipating on daily-scrum
- Develop and implement new features and fix bugs
- Flash AS3, JavaScript, Flex
- Redmine