Jérémie Astori
Software engineer – Full-stack web developer

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Highlights

I am a web developer programming in Ruby, JavaScript, Scala, and working with Linux servers.
I develop, maintain, and contribute to free and open source projects such as The Lounge or chai-immutable.
I enjoy working in global, multicultural, and inclusive environments.
I always try and keep up by taking online courses, attending local meetups, hackathons, and talks.
I host myself on ARM-based servers that I manage with Ansible.
I climb, bike, code, take pictures, and cook in my free time.

Work experience

July 2015 – Present
CloudHealth Technologies (USA)

Software engineer
Implementation of new and improved features such as an Ansible integration with our product and, as part of the web application team, many UX / UI enhancements and fixes.
Leading of several projects, most notably a long-time effort to upgrade our application stack.
Participation to internal hackathons with projects that included a GraphQL API and an app-wide quicksearch.
Strong focus on code quality, testing, and good practices. Constant support of other team members, tutoring of new hires, speaking at internal lightning talks.
Ruby, Ruby on Rails, CoffeeScript, Angular, Ansible

April 2013 – June 2015
W3C / MIT (USA)

Webmaster
Publication of W3C specifications.
Deployment, maintenance, and support of new and legacy systems.
Development of an automated publication system for W3C specifications, exposed as an API, and using Node.js asynchronous capabilities.
Participation to an automated testing effort for the entire production infrastructure.
JavaScript, Node.js, PHP, Symfony, System administration, Testing

February 2011 – November 2012
Reviatech (France)

Software engineer in virtual reality
Development of a library of custom UI components, used across projects and platforms.
3D modeling and construction of a 3D training simulator for chemical plant safety.
Real-time development of realistic and parametric lighting and shadow casting.
Research on tracking systems and development of a calibration tool using Kinect.
Internal and external documentations, maintenance of the company's website.
C++, Qt, JavaScript, 3D Studio Max, VRPN, OpenSceneGraph, OGRE, Git

August 2009 – February 2010
Matt&George (UK)

Web development intern
Development of an open source web application for vsftpd server management
Improvement of the company's corporate website
Set up of an automated UI testing solution for web applications
In charge of a challenging short-term client project
Ruby on Rails, ActionScript, PHP, Git, Selenium, Scrum, TDD, MVC

Education

September 2011
UTC (France)

Master's degree in computer sciences
2 years of fundamental studies (including scientific and technical fields, social sciences, and management) followed by 3 years of major studies in software engineering

July 2006
Lycée Montesquieu (France)

French scientific baccalauréat
General high school degree with major in mathematics and engineering sciences (with honours)

Computer skills

Languages
Ruby, JavaScript (in the browser & Node.js), Scala, SQL (MySQL, PostgreSQL, SQLite), Python, PHP, C, C++, LaTeX

Web development
Ruby on Rails, Express, Akka HTTP, Flask, Symfony, HTML & CSS (standards-compliant), static site generation (Pelican, Jekyll), WebSockets, jQuery, Angular, React

Concepts & Methods
Functional programming, object-oriented programming, testing & software quality (coverage, linting, CI), revision control (Git, GitHub), usability (accessibility, UX), API design (GraphQL)

System administration
Configuration management (Ansible), web server (Nginx, Apache), security (ufw, fail2ban, rkhunter), cloud services (AWS)

Graphics editing software
Photoshop, Lightroom, Illustrator, InDesign

VR & 3D computer graphics
VRPN, OGRE, OpenSceneGraph, 3DVIA Virtools, 3D Studio Max

Languages

English
Fluent, written and spoken

French
Native language

PERSONAL & ACADEMIC PROJECTS

UBEER

Ubeer is a simple demo application to illustrate the capabilities of GraphQL in Scala using Sangria (the GraphQL implementation in Scala) and Akka HTTP. I built this for a lightning talk I gave at NE Scala NYC 2017.

Scala, Akka HTTP, GraphQL, Beer

THE LOUNGE

The Lounge is a modern web IRC client designed for self-hosting. It runs responsively on all kinds of devices and servers, and lets users come back to their session without losing history.
This is a community effort I started when forking from Shout, which has attracted thousands of users since then.

JavaScript, Node.js, IRC, WebSockets

CHAI-IMMUTABLE

chai-immutable is a plugin for Chai that provides a set of assertion for Facebook's Immutable library for JavaScript collections.

JavaScript, Testing

SELF-HOSTING

Configuration and maintenance of a self-hosted server. Its primary goals were to improve my system administration skills and to host my personal website. I improved its management over time as it is now fully configured using Ansible and integrates its own test suite.

Debian, Ansible, Vagrant, Security, Nginx, Pelican

CRYPTIC

Small script to help Ubuntu users multi-partition their filesystem with a fully encrypted disk at install time. The main purpose of this script was to be as simple as possible as it consists of a few characters to type, as the official installer did not offer this.

Open source, Bash scripting, LVM, LUKS, Ubuntu

CAN'T WAIT!

Small web application computing time remaining between events, intended to learn and play with recent features of the JavaScript Web APIs. Testing and functional programming principles were also applied.

Open source, JavaScript, History API, Selectors API, Bootstrap, Mocha, Chai

QML COLOR COMPONENTS

Development of two components for the Qt Quick framework:
- a color picker offering conversions in RGB, HSV, and hex code
- a color interpolation component designed to compute a color between any number of colors

Open source, QML, JavaScript, C++

INTERACTIVE DRUMS

Developer on Interactive Drums, an augmented reality application that recreates the Rock Band concept on an acoustic drum kit.

Academic project, Virtual reality, 3DVIA Virtools

SPEED AWAY!

Lead developer on a 2-player labyrinth game. It was an introduction to the HTML5 Canvas API and it helped me understand game engines by creating one.

Academic project, Open source, HTML5, JavaScript

DIBYCIA

Creation of a collaborative tool designed to manage the evolution of a database schema, inspired by the Active Record migrations of Ruby on Rails. The schema changes can then be included in a version control system to be sent to other developers and to the production server.
It was intended to help Ambycia's team at first, but Dibycia is available as a standalone program.

Open source, Object-oriented PHP, MVC

AMBYCIA

Founder, lead developer, and project manager of Ambycia, a futuristic MMORPG which includes its own micro-social network.
Although this student project was never released beyond an open beta, it was a first experience in game development and teamwork outside of our studies.

PHP, MySQL, Project & team management