

XAVIER STOUDER

SOFTWARE ENGINEER

ABOUT ME

Date of Birth: July 7, 1998

Age: 24

Gender: Male

LINKS

[Linkedin](#)

[GitHub](#)

[Website](#)

CONTACT



[REDACTED]

2300 La Chaux-de-Fonds
Switzerland



[REDACTED]



xavier@stouder.io

MOBILITY



B driving licence



Half-Fare Swiss Rail

EXPERIENCE

2022 to now Maintainer | Hydra

Personal project Hydra is a web application whose objective is to retrieve, aggregate and display Swiss hydrological data. The application is meant to be informative, easy to use, does not require any prior hydrological knowledge, and is accessible regardless of the device used by the user.

2021 to 2022 Lead Developer | Ekalia | Remote

Volunteer Develop and maintain events welcoming several hundred players during a weekend on the game Minecraft.

Fulfilling development services for various Twitch streamers and companies on the behalf of Ekalia.

- Added code quality gate (SonarQube)
- Set up CI/CD pipelines
- Reworked the backend service
- Improved the synchronization mechanism between game server

2020 to 2021 Full Stack Developer | Zakodium Sàrl | Remote

One year mission Improved the backend of the Interstate Database of Fraudulent Identity Documents used by forensic departments notably in Switzerland, Québec and 15 European countries.

Design architecture and develop of an internal product aiming to store, process, visualize and exploit scientific data.

2019 Full Stack Developer | Zakodium Sàrl | Remote

One month mission Redesign of the web platform for sample monitoring of a NMR spectrometry service of the Max-Planck Institute for Medical Research in Heidelberg, Germany.

2017 to 2018 Developer | Stemys SA | Porrentruy (CH)

Ten month internship Refactor some parts of the core product and develop an internal platform to evaluate client needs.

Stemys is a main actor for connecting and managing equipments for next generation industry in Switzerland.

- Led the rework of the authentication flow of the core application.
- Improved test coverage of backend code.

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2016 to 2017 Maintainer | Alduin

Personal project Developing an offline RSS/Atom feed reader app with Electron, making it compatible with Windows and Linux operating systems. Alduin cumulated **21k downloads** during its lifespan.

2015 to 2016 Developer | Wemagine Sàrl | Delémont (CH)

Six month internship Website creation, mobile application development and creation of a virtual reality software prototype for the field of architecture.

TRAINING

2021 to 2023	Bachelor of Science HES-SO in Computer Science	Haute Ecole Arc Engineering
2018 to 2019	Federal Vocational Baccalaureate	CEJEF Technical Division
2014 to 2018	Federal VET Diploma in Information Technology	CEJEF Technical Division

SKILLS

Programming Languages

JavaScript, TypeScript, Java, C++, C#, Python, Rust, Kotlin, PHP

Frontend Development

HTML5, CSS3, React, Vue.js, TailwindCSS, Qt, Angular, Scss

Backend Development

Node.js, Spring, GraphQL, RabbitMQ, Nginx, Traefik, Next.js, Nuxt.js

Mobile App Development

Android, Expo, Ionic

Database

PostgreSQL, Redis, MongoDB, SQLite

Devops

Docker, Portainer, GitHub Actions, Jenkins, GitLab CI/CD

Framework

AdonisJS, Express, Laravel, Django, Electron, dotNet

Other

Linux, Git

INTERESTS



Sciences



Cinema



Cryptocurrencies
Blockchain technologies



Open source softwares