

Fullstack Developer — Permanent job contract



Yannis GUYOT, 31

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Paris, France

With a wealth of experience combining application development, needs analysis, process writing and team training, I am now fully committed to the development of IT tools and solutions. I have dedicated my career to building robust web applications using a diverse range of technologies including React, NodeJS and Django.

Technical skills

Programming	TDD, DDD, Testing (Unit, Integration, E2E), Technical documentation writing
Languages	Typescript/Javascript, Python, Ruby
Web frontend	React, modern state management solutions (Redux, Zustand), design systems (Shadcn/ui, Tailwind, Styled)
Backend	NodeJS, AdonisJS, Django, FastAPI, Rails, Backend as a Service (Firebase, Supabase), MySQL, PostgreSQL, MongoDB, REST, tRPC
Tools	Git, Docker, CI/CD (GitLab, GitHub), AWS, Heroku, Build tools (Webpack, Vite), Testing tools (Jest, Playwright, Postman, Insomnia)
Project management	Kanban, SCRUM, Agile methods
Communication	French (native), English (technical)

Experiences

Freelance		2016 - Present
Yannis Guyot — Fullstack web development, data acquisition — Paris, France		
<ul style="list-style-type: none">• NodeJS, ReactJS, Python, PostgreSQL, MySQL, MongoDB, AWS• Fullstack JS/TS application development• Big-Data, automated data acquisition and curation on the Internet		
Key user		2019 - 2022
XPO KeyPL Europe — Supply chain, transport, logistics — St Priest, France		
<ul style="list-style-type: none">• Continuous process improvement and user training• Collection and formalization of requirements related to an internal IT tool		
Data consultant		2017 - 2019
Citron Mauve — Web data scraping — Lyon, France		
<ul style="list-style-type: none">• Python, NodeJS, Rails, PostgreSQL• Data acquisition and curation• Web scraping bot development		

Education

BTEC Higher National Diploma in Computer Science (2 years technical degree) 2013 - 2015
French name: DUT Informatique - Diplôme Universitaire de Technologie en Informatique, BAC+2
iUT Nord Franche-Comté — Belfort, France

Relevant coursework: Design and architectural patterns, Adocasts (official lessons from AdonisJS, a TypeScript-first web framework for NodeJS), Web technologies, Project management

Projects

Interactive map for the Satisfactory video game — Open source contribution 2019, no longer maintained
Website: [Archived GitHub repository](#)

At Satisfactory release, there was no in-game map to help players. As a duo, we develop an interactive map website where players were able to upload their game save file in order to saw the game map with all their buildings, locations and resources. I was in charge of reverse engineering the game assets to generate customs maps and write scripts to parse and edit the game save files.

In just 1 month, this interactive map has gained 2,000 daily active users.

Since there is now a fully complete map in the game, this project is not maintained anymore.

Activities

- Do-it-yourself home automation, with a customised software solution
- Passionate about chess, I'm developing a blockchain solution to learn and play chess