Benjamin Bouvier

UX/Frontend Engineer

Living in France
29/07/1990

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Specialised in Javascript SPA/MV* web applications.
User experience passionate, challenge lover, team player and
iterative development oriented.
Experienced in banks, digital agencies & as an early stage developer
in a top Swiss digital startup after honing my skills in Sillicon Valley.

Professional experience

UX/Frontend Engineer full-time
at Pictet AM - Geneva, Switzerland

1 yr 4 mos
Nov 2017 – Feb 2019

Pictet is an independent asset manager helping clients make sense of global markets and invest for the long term.

Responsible for the creation & development of Pictet Digital Platform Customer Area.
Strong interactions with the design, marketing & analytics teams to manage to get a product that reaches Pictet's customers expectations.

Stack: **React / Mobx / Sketch / Invision / .NET**

Frontend Engineer full-time
at WIde Agency - Geneva, Switzerland

2 yr 2 mos
Jan 2016 - Feb 2019

WIDE creates, drives and leverages digital strategies that strengthen brands and grow their business.

Worked on different Web, Cordova & Node applications for various customers.

- **EA Games** - Business application allowing the automation of multilingual videos creation development.
- **TL** (Transports Lausannois) - Cordova iOS-Android application development.
- **Somefy/Nespresso** - Web apps maintenance.

Stack: **React / Cordova / NodeJS / Adobe ExtendScript language / Sketch / Photoshop**

Lead Frontend Engineer full-time
at Goodwall - Geneva, Switzerland

3 years
Jan 2014 – Dec 2016

Goodwall is a social network that helps students get into university.

As the lead & early stage developer I was responsible for the development and the scalability of Goodwall's web platforms following agile best practices. Built Goodwall's frontend web platforms from scratch with React/Redux, Backbone/MarionetteJS and NodeJS.

Stack: **React / Redux / Backbone / Marionette / NodeJS / SocketIO / Sketch / Photoshop**
Continuous integration & delivery: **Grunt /Jenkins / JSUnit**

Today the company has raised more than 6 million dollars. With more than a million registered users, 16 000 active schools and it is now present in every countries in the world.

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Skills

Programming languages

FE favorite stack
Javascript ES9 [**React, Mobx, Redux**]
Real-time [**Socket.IO**]
CSS3 [**Sass/Less**].

BE stack (as FE oriented)
NodeJS [**Express, MongoDB**]
.NET, PHP, Python, JAVA

Technical details

UX
Sketch, Adobe XD, Photoshop

Patterns
Redux/MV*/SPA/OOCSS/SMACSS/MVC.

Favorite tools
Atom, Abstract, Invision, Framer, Yarn, Neutrino, Webpack, Babel, Npm, Grunt, Bower, Gulp, Git, Jenkins

Tests
Jsunit, jsPerf

Agile methods
Scrum

Education

M.S in Computer Sciences
at Supinfo – San Francisco, USA

2011 – 2013

Miscellaneous

References

Matthieu Bertrand
VP of Engineering, Goodwall

Christian Lund
English professor, USF

Charles Zeblita
Project Manager, Texys

Julian Miribel
CEO, NitroServ

Languages

French
Native

English
Fluent

German
School

Spanish
School

Feel free to consult projects I've been working on:
Pictet Digital Platform - Goodwall - Linda Jump (mini game) - PyISPconfig - Photography page - The N Queen problem

I love the Photography, Dancing, Cooking, Traveling, Video Games and I am passionate about wine.