Benjamin Bouvier

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Engineering Manager & Senior Full Stack Engineer. 10+ years building software, most of it leading the teams that ship it. Today I lead 20+ people across four squads on an event-driven telematics platform, owning the technical roadmap and architecture standards. Hands-on enough (React, Node.js, GCP, AWS) to challenge system design, and pragmatic about where AI genuinely earns its place in a product.

ACHIEVEMENTS

- **Flexis (Renault)** : Scaling the core platform and multi-source telematics ingestion across **4 squads**, implementing DORA metrics to accelerate delivery velocity.
- **DigitalKin** : Leading the technical architecture and team for an AI agent marketplace platform, orchestrating frontend, backend, and AI development teams.
- **Knockk** : Designed and launched a scalable social platform with **500K+ users** and **1.7M real-life connections**, integrating AI-powered moderation and user engagement automation. Learn more at Knockk.
- **EA Games** : Automated the production of multilingual video trailers with region-specific restrictions (PEGI, ESRB), reducing delivery time from **days to hours** thanks to a TDD approach applied using Node.js and ExtendScript.
- **Goodwall** : Led the development of a platform connecting **1M+ users**, contributing to a **$6M** seed funding round.

EXPERIENCE

Flexis Lyon, France
Engineering Manager *Dec 2025 - Present*

Results: Managing 4 squads (20+ people): Product Engineering (backend, frontend, mobile), Data Engineering (ingestion & ontology), Data Science and DevOps. Scaling the core platform and telematics data ingestion

- Defining the technical roadmap and engineering KPIs, bridging business objectives with squad-level execution.
- Driving the architectural vision by challenging Tech Leads on system design, ensuring the event-driven infrastructure absorbs multi-source load (Ampere, Geotab, Echoes).
- Accelerating operational velocity by optimizing team topology, implementing DORA metrics and aligning product scope with engineering capacity.
- Orchestrating delivery across squads and external partners, resolving cross-team dependencies and driving critical testing to secure platform resilience.

DigitalKin Lyon, France
Full Stack AI Platform Developer - Team Lead *Feb 2025 - Dec 2025*

Results: Leading the development of a tri-product AI agent marketplace platform, on track to launch MVP in under 6 months

- Leading the technical team, overseeing frontend, backend, and Python AI developers, ensuring seamless integration across all platform components.
- Designing and implementing the global platform architecture, creating a scalable infrastructure to support AI agent deployment, management, and marketplace operations.
- Establishing technical standards and best practices across teams, ensuring code quality, performance optimization, and maintainable architecture.

Knockk Lyon, France
Engineering Team Leader - Co-founder *Nov 2020 - Feb 2025*

Results : 500K+ users, 1.7M connections facilitated, AI-powered automation & moderation and 4.5/5 rating on the App Store

- Designed and implemented the entire backend using a serverless, event-driven cloud architecture (Node.js, GCP Pub/Sub, Cloud Functions/Run), optimized for scalability and high-performance workloads.
- Integrated AI-powered content moderation to detect and filter inappropriate content, improving user safety and engagement.
- Implemented AI-driven automation in customer support workflows, enhancing response times and reducing manual intervention.
- Managed technical and business priorities, overseeing partnerships, clients, and user growth to support the rapid scale-up of the platform.

Wide Agency Geneva, Switzerland
Frontend and Mobile Engineer *Jan 2017 - Dec 2021*

Designed and delivered high-impact web and mobile applications for major clients including EA Games, Nespresso, EasyGym (EasyJet), and Pictet, improving customer engagement and operational efficiency.

- **EasyGym (EasyJet)**: Created a hybrid Ionic app to automate gym access and class bookings, increasing customer satisfaction.
- **EA Games**: Developed a business application to automate multilingual video production, reducing time-to-market with Node.js and Adobe ExtendScript.
- **Transports Lausannois**: Created a hybrid Ionic app, enhancing subscriber engagement through benefits with partner establishments.
- **Pictet**: Developed a secure and intuitive client space using React/Nuxt, serving thousands of users.
- **Nespresso**: Maintained and optimized React-based web applications, improving performance and stability.

Goodwall Geneva, Switzerland
Lead Developer *Feb 2014 - Jan 2017*

Results : 1M+ users, 16K active schools, and $6M seed funding raised.

- Led the web development team, overseeing architecture, design, development, and deployment of platforms.
- Implemented Agile methodologies, improving efficiency and collaboration within a multicultural team.
- Ensured code stability and scalability through robust guidelines and unit tests.

Pubble San Francisco, USA
Frontend Engineer *Jul 2013 - Oct 2013*

Deployed a messaging plugin prototype, showcased at conferences and startup fairs

Skills

- **Frontend & Mobile** : React, React Native, Next.js, Nuxt, Vue.js, Angular, Ionic, Tailwind CSS.
- **Backend & Cloud** : Node.js, Express.js, GCP (Pub/Sub, Cloud Run, Functions, API Gateway, Cloud Storage), AWS (Lambda, API Gateway, DynamoDB), REST APIs, WebSockets.
- **Databases** : MongoDB, Firestore, SQL, Redis.
- **DevOps & Monitoring** : Exposure to CI/CD pipelines (GitLab CI, Jenkins) and Docker for deployment workflows. Monitoring using GCP Logging and Sentry.
- **Testing & Quality** : TDD, Jest, Mocha, Cypress, Sinon.js, ESLint.

Education

- **Supinfo** | *Master's Degree in Computer Science* *2011 – 2013* | San Francisco, USA
- **Les Gobelins** | *Bachelor's Degree in Computer Science* *2008 – 2011* | Annecy, France