



Yoann Gendrey

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TypeScript

Node.js

NestJS

PostgreSQL

Redis

Docker

Amazon Web Services

Serverless Framework

Vue.js

Nuxt.js

AWS Lambda

AWS Fargate

AWS SQS

AWS EC2

AWS RDS

AWS S3

AWS CloudFormation

CloudWatch

DynamoDB

IAM

MongoDB

MySQL

Redshift

SQL

Terraform



Work



🏢 Hermes 📍 Paris

Senior Software Engineer - Backend (freelance)

Working closely with the Tech Lead to support the team in implementing best practices and state-of-the-art techniques in Node.js/TypeScript, Hexagonal architecture, BDD, TDD, DDD, Clean Architecture, and pair programming.

July 2023 — Present



🏢 Dogamí 📍 Paris

Lead Software Engineer - Backend

Doga House is a unique play-and-earn game built on the Tezos blockchain, allowing you to adopt and raise virtual dog NFTs. I led the initial design, development, and implementation of the game server backend.

May 2022 — November 2022



🏢 MadKudu 📍 Paris

Senior Software Engineer - Backend

MadKudu is a no-code platform that empowers marketers to leverage data and science for their go-to-market strategies using their existing team and stack. I've contributed to data ingestion services and addressed scalability challenges in the infrastructure.

February 2021 — May 2022



🏢 Big Pixel Studios 📍 London

Software Engineer - Game Server Developer

Big Pixel Studios, a London-based studio, worked on the Rick and Morty intellectual property. As a member of the backend team, I implemented various features for the next version of Rick and Morty games.

August 2019 — December 2020



🏢 Pops 📍 Paris

Software Engineer - Backend

Pops, a printing company specializing in lenticular printing, developed an in-house, fully automated system for picture and video ingestion and processing. The goal was to provide on-demand, scalable printing assets through a mobile app for our printer partners.

November 2016 — July 2019