

## CAREER PROFILE

Since 2013, I've specialized in Android development and later expanded my expertise to include Flutter, fueling my passion for crafting high-quality mobile applications.

As a problem-solver with intrinsic motivation and a team-oriented mindset, I'm always expanding my knowledge base to meet and exceed technical challenges. Sharing this newfound knowledge to uplift my colleagues and contribute to a learning culture is a rewarding aspect of my professional journey.

## EXPERIENCES

### World Traveler

June 2022 - June 2023

World

Undertook a year-long, global expedition visiting 17 countries, cultivating adaptability, cultural sensitivity and resourcefulness while fulfilling a personal aspiration. This enriching experience fostered a broader perspective, further enhancing my problem-solving and interpersonal skills, valuable assets in any professional setting.

### Senior Android Developer

Oct. 2018 - May 2022

Zenly, Paris

Worked as a Senior Android Developer at Zenly for three years, where my contributions included leading one major app rewrite and developing an in-house A/B testing technology. I was responsible for implementing numerous performance-centric features, drawing on advanced Android knowledge. I hold a particular interest and involvement in enhancing user experience, aiming to create intuitive and user-friendly interfaces that facilitate optimal interactions.

### Lead Developer

Oct. 2015 - Oct. 2018

Deezer, Paris

Led the Android team at Deezer within the Open Platform division, focusing on extending Deezer's ecosystem through strategic partnerships. Ensured high-quality, scalable codebase, streamlined production processes and crafted solutions to complex problems to deliver optimal partner outcomes.

### Android / Java Software Craftsman

Dec. 2011 - Oct. 2015

Xebia, Paris

Worked as a Java/Android Developer at Xebia, actively participating in conferences centered around mobile application quality and testing. I successfully led three key Android projects, including notable ventures into PMU horse racing and sports betting applications.

### Java/Flex Developer

Sep. 2009 - Dec. 2011

Steria, Paris

## PROJECTS

**Factify Facts** - A cross-platform Flutter application providing engaging and educational content, available on both iOS and Android platforms.

**Alchemy Sdk Kotlin** - An all-inclusive Kotlin Multiplatform SDK designed for seamless interaction with the Alchemy API.

**Flutter Playground** - A comprehensive application used as a practical reference in the production of insightful Flutter-based articles.

**Conference Companion** - A supplementary Android application dedicated to enhancing the Devovx conference experience, actively developed up until 2015.

## PUBLICATIONS

### 7om Tech Blog

Thomas G.

A focused weekly blog, offering deep-dive articles and insights on Flutter/Android development

### Firebase : Realtime Apps

My conference talk on 'Firebase: Realtime Apps' at Devovx 2015 was featured in an article, outlining the power and utility of Firebase in developing real-time applications.

### From smartphone to tablet apps on iOS and Android

Simone C., Thomas G.

A comprehensive guide on transitioning from mobile to tablet application development, highlighting best practices and design considerations.

## SKILLS & PROFICIENCY



# Thomas Guerin

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Resume PDF

## EDUCATION

### Software Engineer

École des Mines de Nantes  
2005 - 2009

### Software Engineer

Universidad Politécnica de Madrid  
2007 - 2008

## LANGUAGES

French (Native)

English (Professional)

Spanish (Intermediate)

## INTERESTS

Motorcycle racing

Gaming

Travel