

Adrien KISSIE

Software engineer and Twitch streamer

email: hello@fredkiss.dev

portfolio : <https://fredkiss.dev/en>

Github : <https://github.com/Fredkiss3>

Twitter : <https://twitter.com/fredkiss>

SKILLS

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- **Web development with JavaScript, ReactJs, Docker, SQL, Python, Django**
 - **ReactJs with TypeScript. and Mobile app development with React Native and Flutter**
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EDUCATION

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- **Master Web & Data Architect at "école IPSSI" from 2021 to 2023.**
 - **Bachelor's degree in Computerized Methods of Business Management (MIAGE) at the University of Rennes1, Graduated in 2021**
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SPOKEN LANGAGES

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- **French (native)**
 - **English (B2 level)**
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PROFESSIONAL AND PERSONAL EXPERIENCE

Lead Developer, Personal Project ZaneOps | from February 2024 to Today

Link: github.com/zane-ops/zane-ops

I created **ZaneOps**, an open-source, self-hosted Platform as a Service (PaaS) for deploying and managing applications, inspired by projects like Railway, Vercel, and Coolify. This platform allows developers to deploy apps on their own servers without manually managing CI/CD and configuration.

My responsibilities included :

- Defining and designing the platform architecture, project direction, and feature set.
- Implementing the backend and API using Python, Django, and Temporal.io for background jobs.
- Promoting the project on Twitter ([@zaneopsdev](https://twitter.com/zaneopsdev))
- Mentoring Mohamed Cheriff, a junior developer working on front-end tasks

In terms of technical highlights, I:

- Thoroughly tested the backend with integration and unit tests where necessary.
- Documented the OpenAPI schema, which was used to generate a TypeScript API client for the frontend.
- Developed the frontend using Vite.js and React.

Tech Stack : Python/Django, Temporal, Postgres, Docker, Vite, React and TailwindCSS

FullStack Developer, Personal Project Kisscam | From October 2021 to April 2022

Link: <https://github.com/fredkiss3/kisscam>

I developed a podcast series to diversify and animate my Twitch channel, creating a custom video call solution to support it.

My responsibilities included:

- Developing a custom video call solution using Vue.js and WebRTC.
- Designing and implementing features for seamless video calls with multiple hosts, ensuring stability for sessions exceeding two hours.
- Successfully hosting and streaming several podcast episodes on Twitch using the custom-built solution.
- Integrating a subscription model for other users using Stripe.

Tech Stack : VueJS, NodeJS/Fastify, Socket.io, REDIS, Docker, Github Actions and Stripe

Frontend Developer, Internship and Apprenticeship monemprunt.com | from August 2021 to September 2023

Link: monemprunt.com

As a Frontend Developer at Monemprunt, I worked on several projects.

My responsibilities included:

- Migrating **monemprunt.com** from Drupal to Gatsby and Strapi, deploying it on Google Cloud Platform.
- Implementing a reusable design system and component library. Demo
- Creating a monorepo for all frontend websites and apps.
- Developing mortgage simulator widgets for partner websites, redirecting users to monemprunt.com. Demo
- Integrating websites like pro.monemprunt.com, showcased at the "RENT" real estate exhibition in Paris, October 2021.

Tech Stack : GatsbyJS, Typescript, TailwindCSS, Strapi, Gitlab CI and Google Cloud Platform

Frontend Developer, Freelance contract and Full Time Job Modular Cloud | From September 2023 to May 2024

Link: explorer.modular.cloud

I was hired as a Frontend Developer for [ModularCloud](#), initially as a freelance contractor in September 2023 and later as a full-time developer starting November 2023. ModularCloud creates open-source developer tools for developers working with blockchains. The main product I worked on is a block explorer at explorer.modular.cloud that allows users to inspect data stored in the blockchains of their choice.

My responsibilities included:

- Migrating the project from the old design at nautscan.com to a new one, collaborating with a designer to develop a new design system.
- Implementing a port of the app to Electron to distribute a local version for developers.
- Improving the code structure and fixing performance issues as the app expanded in features.

Tech Stack : React, Next.js, Vercel, Postgres and Github Actions

FullStack Developer, Personal Project gh-next | from June 2023 to February 2024

Link: gh.fredkiss.dev

In this project, I aimed to recreate GitHub's UI and some core functionality from scratch using Next.js, tackling several key challenges along the way.

My responsibilities included:

- Implementing the issue search page from database design to UI, reverse-engineering backend structures to mirror GitHub's functionality.
- Enhancing the UI with a more effective keyword highlighting system in the search input.
- Developing custom authentication from scratch using session management, following [OWASP security guidelines](#). You can find the Session class I implemented [here](#).

Tech Stack : Next.js, Typescript, TailwindCSS, postgresSQL, REDIS, Docker, Github Actions

FullStack Developer, Personal Project Thullo | From October 2021 to April 2022

Link: thullo.fredkiss.dev

I challenged myself to build an application from scratch using Node.js and TypeScript for the API and React on the frontend, based on a project from devchallenges.io.

I implemented features such as:

- Social login (GitHub, Google).
- Creating projects ("boards") and tasks ("cards").
- Organizing tasks in lists and assigning them to members.
- Changing task statuses and adding labels.

The backend was developed using Express.js with a [Domain-Driven Design](#) approach and fully tested ([tests here](#)). The frontend was built with React, Vite.js, and React Query, deployed via Github Actions.

Tech Stack : React, NodeJS/ExpressJS, MongoDB, Sass, Docker and Github Actions

Frontend Developer, OSS Project QVGDS | August 2022

Link : <https://github.com/d34fmute/qvgds/pulls?q=is%3Apr+author%3AFredkiss3+is%3Aclosed>

In December 2022, I participated in a charity event organized by [silvereledev](#) called the Dev-Event, inspired by the [ZEvent](#). As part of this event, I contributed to the open-source project "Who Wants to Win Shitcoins?", a parody of "Who Wants to Be a Millionaire?" where the reward is a virtual currency. My contributions included Integrating Figma mockup components into Vue.js. This was my first open-source contributions; see my [pull requests](#) and I was proud to see the project used live for a noble cause.

Tech Stack : VueJS, PHP/Laravel