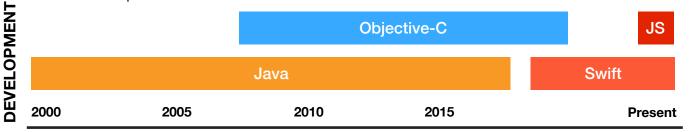
FRANCOIS NADEAU

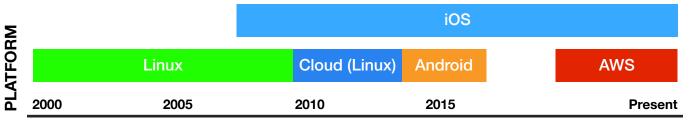
development summary

I have been working in the software industry since the year 2000. Initially as a back-end developer, and since 2009 as a mobile (iOS/Android) developer, a back-end architect and a team leader. I have released over 20 iOS apps for small and large companies, and I have also implemented many back-end systems for both the Web and Mobile platforms.



platform summary

I am at my happiest when I know that the software that I have created is functioning well. For this reason I have always sought to use the most stable operating systems and cloud resources available. I strive to quickly create clean, well structured, and properly tested systems.



management style

My management style is based on trust and agility. I trust that everyone in the team wants the project to succeed, and I work hard to uncover the real reasons why conflicts occur. This allows my teammates to invest their time and effort on tasks that bring value to the customer. As for agility; I see software systems as organic structures that need to continuously adapt to be able to function to new situation.

A	Agile 2	XP			
Waterfall (CMM	l)	Agile R&D		SCRUM	
2000	2005	5	2010	2015	Present

education

Athabasca University: Master in Information Systems 2006 - 2007

Bishop's University: Computer Science with minors in Psy. and Math. 1996 - 2000

relevant experience

TipTags

Chief Technology Officer

2017 - Present

Executive for a funded Silicon Valley startup with the mission of integrating GEO-location data within enterprise systems. Responsible for generating new product ideas, implementing, releasing and supporting them. Released one mobile application on the App Store, and four proof of concepts for various companies. Involved in high-level decisions within the company regarding to fund allocation, hires and its direction.

AWS

iOS

Swift

React Native

Sketch

Scrum

Amana Productions

Owner

2013 - 2017

Following Apple's App Store stamped, I designed, developed and released five unique iOS applications of my own. I have had mild success with these apps; Kinopian (200K downloads, 1K monthly users), Read2U (4K downloads, 30 monthly users), Logical Solutions (3K downloads, 30 monthly users), AudioBookPlus (40K downloads), and One-Step-At-A-Time (60 downloads).

ios

Objective-C

Swift

Java

Sketch

Universal Mind Consultant

2013 - 2015

I worked as a Mobile developer for the Meijer mobile application - a large American super-store retailler. I completed tasks within a large team which was mandated to develop a native application for both the iOS and the Android platforms. This application had more than 200K monthly active users.

iOS

Objective-C

Android

Java

Sketch

Scrum

BKOM

Architect & Team Leader

2011 - 2013

Team leader for various web-sites and mobile application primarily in the entertainment business. Clients included Disney, Hasbro, Wizard of the Coast, and Bombardier. Also involved in infrastructure management and improvement, such as the implementation of automation servers.

Java

Linux

iOS

Android

Objective-C

Apache

Jenkins

Scrum

TBTech

System Engineer

2007 - 2008

Leader in a research and development department tasked to create new products for the Japanese market. Implemented and released two products. Alvi-Magic is a visual data management system, and DataTomo is a backup system for medium to large companies. I was also often been tasked to resolve performance issues as a consultant for various client-facing projects.

Linux

Java

C++

C#

) (Tomcat

iOS

Objective-C

Scrum

Zergsoft

System Engineer

2004 - 2006

Senior developer working on a data system for the gambling industry. Responsible for the maintenance and the creation of additional features in an ecosystem comprising of twenty-four servers.

Linux

Java

Tomcat

Oracle

MySQL

XP

Lockheed Martin

System Architect

2001 - 2004

Team lead and architect for various military training simulation applications. Mentor for six junior developers, and also key senior Java resource for the department. Championed and managed the creation of a shared library for the department's use.

Java

UML

Skunk Works

SMART Management

System Analyst

2000 - 2001

I was hired as a junior developer to develop an off-the-shelf clinical management software. However, I had to take ownership of the entire system due to a reorganization within the company which left me the only developer. I was involved in the hiring process for the new team, while being responsible for the project's deadlines and delivery.

Java

InterBase DB