

Lucas Nouguier

Software Engineer

Contact

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- Montpellier, France
- CodinGame profile



Languages

French (native), English (advanced)

Education

Software engineering degree

Polytech Montpellier 2021 — 2024
Equivalent to a Master's degree

Main hard skills

- Functional & Object-oriented programming
- Scala, Typescript, Java, React
- SQL (Postgres)
- Git, GitHub, Docker

Soft skills

Autonomous Code reviews

Teamwork oriented

Proactive Curious

Certifications

- ★ TOEIC: 950 / 990
- ★ Driver's license
- ★ First aid in teams

Tech interests

- ★ Linux
- ★ Meetups & Conferences
- ★ Cloud & DevOps

About me

Enthusiastic baby software engineer, I enjoy learning new things and tend to go 'in depth' rather than 'in breadth'. I love going to meetups and conferences

Scala and functional programming are my current passions even though I recently discovered with Scala.IO's website that CSS can be fun

ArchLinux user, I enjoy using the command line for a better understanding of the tools I'm using and spending hours tweaking my system according to my needs

Experiences

Assistant Software Engineer

Mar. 2024 — today
Teads France

Scala, Jenkins, GitHub

- Migrating a service to unify the codebase. Understanding legacy code, refactoring, and testing it
- Code reviews

Privacy-preserving data storage

Dec. 2023 — Feb. 2024
Conecs.io

Encryption, Rust, Docker, Scaleway
End of studies project

- R&D on advanced encryption methods
- POC for data storage that allows reading without decrypting the entire data

Software Engineer Intern (link)

Apr. 2023 — Aug. 2023
Scala Center, EPFL

Scala, Git, JVM, Scala-Java Interoperability, Reflection

- Improved the Scala debugger in VS Code with a faster and more flexible expression evaluator. Helped with hot code reloading implementation
- Compiler-related problems: type checking, types & overloads resolution. . .

Assistant Software Engineer

Jun. 2022 — Aug. 2022
Teads France

Scala, Cats-Effect, gRPC, MySQL, React (TS), Git, Cypress

- Full-stack development of the new version of their demo application
- Handled each feature from the database to the UI (code, test, deploy)



Open source



Scala Debugger Adapter

2023—.

Scala Center & personal time

Implementation of the Scala debugger for VS Code & follow up of my internship at the Scala Center.

Scala Collections

2023—.

Personal time

Joined the `scala-collections` team to review pull-requests on Scala's collections

Scala 3 (Dotty)

2023—.

Scala Center & personal time

Onboarded on the compiler with the [compiler academy](#) to work on small issues.

Associative



Organizer

2022 — today

Sunny Tech

★ <https://sunny-tech.io>

★ Call For Papers reviewer (450 talks)

★ Community Management ([LinkedIn](#), [Twitter](#))

★ 2023 — today: Secretary

Organizer

2023 — today

ScalaIO

Volunteer

Sept. 2023

Scala Days Madrid

★ <https://scala.io>

★ <https://scaladays.org/madrid-2023>

★ Call For Papers reviewer

★ Track hosting (speaker presentation, time + Q&A management)

★ Mentoring at [Scala Bridge](#) (co-located event)

Others



Website maintainer (<https://scala.io>)

Dec. 2023 — today

ScalaIO

Scala, Scala.js, Laminar, Sass, Github Actions, Clever Cloud

Continued the work of the previous maintainer to rework the website with [Scala.js](#) and [Laminar](#) to build a reactive SPA (Single-Page Application) with Scala. Used [Sass](#) to style the website.

- Github Actions
- Clever Cloud deployment
- Web apps performance metrics

Github repo: <https://github.com/ScalaIO/scala.io>

Course

Nov. 2023

Polytech Montpellier

Functional Programming, Type Classes, Scala, Parsers

Gave a 3h course (for the first time) about building parsers with functional programming to master students, based on the [Parser combinators](#) workshop from [Noel Welsh](#):

- Reminders about Scala & Functional Programming
- Design with Functional Programming (type classes)
- Frequent and small exercises to apply the concepts

Slides: <https://iusildra.github.io/reveal.js/presentations/functional-design-parser-combinators/index.html>

