Adrien DE SEDE

📍 Lyon, France
✉ contact@ade-sede.dev

WORK HISTORY

Alan , Software Engineer   Nov. 2024 - Present

Reinventing healthcare.

Cubyn , Senior Software Engineer, Tech Lead   Nov. 2021 - March 2024

Logistics service provider, specialized in e-commerce with operations all over Europe and a mission to make logistics sustainable and socially responsible. I was recruited after the company closed its 35M Series B with a mission to automate Cubyn's warehouses in order to improve margins, quality and lead time.

- Led 4-person Warehouse Systems & Automation team, overseeing full software lifecycle from ideation to production.
- Mentored 2 direct reports.
- Architected and implemented automated e-commerce fulfillment system integrating AGVs (Automated Guided Vehicles).
- Scaled from 0% to 60% of company-wide order volume.
- Built using Domain-Driven Design, Hexagonal Architecture.
- Tech stack: TypeScript, Vue.js, PostgreSQL, RabbitMQ, Microservices, Kubernetes

CityTaps , Lead Embedded Systems Developer   July 2018 - March 2021

Startup striving to enable fair access to running water in urban homes all over the world, using financial and technical innovation. The company's main product is a water prepayment solution relying on a smart LoRaWAN water meter built to last 10 years on a D size battery, without maintenance. Joined at seed stage with the main mission of scaling from a prototype to a reliable production-ready system.

- Scaled IoT device firmware from prototype to production, growing deployment from 300 to 10,000 units across 3 countries.
- Developed robust embedded system ecosystem.
- Wrote core firmware in C for STM32 microcontrollers.
- Developed supporting tools and services in Node.js and Python.
- Reviewed and optimized PCB design, BOM.
- Developed custom test bench and test frameworks to guarantee quality.
- Led technical architecture and specification for product iterations.

EDUCATION

42 Paris , Student   Sep. 2016 - July 2018

A very intensive programming curriculum focused on the C language, organised around successive projects and challenges that each highlight or deepen a particular programming concept. I also spent 6 month at the school's electronics lab learning about PCB design, firmware and embedded systems in general.

Among other things:

- Developed feature rich shell in C.
- Implemented Supervisor-like utility in Rust.
- Built a wireless mouse controlled by hand gestures.