


Pierre-Yves LAPERSONNE

Senior mobile apps engineer

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MAIN HARD SKILLS

Languages : Swift, Kotlin, Java, Shell, C/C++, HTML / CSS / JavaScript

Platforms: iOS, Android

Frameworks: SwiftUI, UIKit, Combine, Jetpack, XML

Environments: Git, GitHub, GitLab, GitHub Actions, GitLab CI, Fastlane

Methodologies: Kanban, Scrum, SAFe, TDD, Clean Code

Tooling: SwiftLint, SwiftFormat, Periphery, Renovate, Gitleaks, XCTest, Testing, JUnit

Transversal: open source, software ecodesign, digital accessibility

PROFESSIONAL EXPERIENCE

Orange

iOS Developer, Open Source Program Officer

Blagnac, France

August 2019 – Present

- **Design system** - Maintenance and evolution of the [open source iOS SwiftUI library](#) of Orange design system and its [unified version](#).
- **WasSDK** - Migration from UIKit to SwiftUI of the iOS SDK authentication app for Orange France products to reduce technical debt and facilitate product adoption.
- **My Orange** - Maintenance and evolution of the new SwiftUI iOS app for *customercare* in AMEA zone by adding new services for nearly fifteen different countries, considering the specificities of each users base.
- **Open Source Program Office** - Open source compliance officer helping Group projects to comply by applying corporate policy on FLOSS components. Audit of sensitive or critical projects for the Group. Administrator of public GitHub and GitLab forges helping Group employees to contribute and nurture their projects. Member of editorial team.
- **Ecodesign** - Defining recommendations for eco-design of Android and iOS apps for developers.
- **Accessibility** - Updating the [public recommendation website](#)

Orange

iOS and Android Developer

Lannion, France

January 2019 – July 2019

- **My Orange** - Maintenance and evolution of the iOS UIKit *legacy* app for *customercare* in AMEA zone.
- **Baah Box** - Maintenance and evolution of [the Android app](#) for muscles rehabilitation for hospitalized children and implementation of tooling plugins.

Orange

Android Developer

Lannion, France

2015 – 2018

- **Mobile Connect** - Construction of Android apps to improve internal tests suite (automating system interruption triggering to automate operations on widgets displayed by the phone's SIM card, extraction of data and messages from the devices).
- **Orange Wallet** - Android app for capturing and analyzing network traces and HTTP requests.

Open

Android Developer

Lannion, France

September 2015 – December 2015

- **Quechua Tracking** - Maintenance and evolution of Quechua Tracking, a hiking Android app using different maps.
- **DevFest Nantes 2015** - Android app for tablets used on the Open site of the 2015 DevFest in Nantes to offer quizzes to potential job or internship candidates.
- **Transverse** - Conducting technical studies, particularly on beacons and the physical web.

- **New LTE Services** - Implementation of an API to control a drone with a smartphone via XMPP.
- **Let's Talk 4G** - Implementation of a teleconference service initiated via NFC and using VoLTE, integration of AMR-WB codecs into a VoIP stack.
- **iCast** - Development of a web app broadcasting live and replay videos, as well as photos of events.
- **Webcom** - Study and implementation of an Android SDK to set up and manage real-time communications in a publish/subscribe/push architecture.
- **Shomi** - Maintenance and implementation of features in an Android tablet app offering new forms of communication, games, and collaborative tasks for the family.
- **Le Fil** - Maintenance and implementation of features for a web app offering enriched communications.

OPEN SOURCE PROJECTS

Vite Ma Dose (iOS) | [GitHub](#)

- Contributions to the iOS app "Vite Ma Dose" for COVID-19 vaccines: accessibility, filters, booster doses and children, settings, code reviews.

Smooth Clicker (Android) | [GitHub](#)

- Autoclicker app for rooted smartphones to optimize gaming scores.

Baah Box (Android) | [GitHub](#)

- Android and iOS app project, and Arduino firmware proposing a service for fun muscle rehabilitation and training for children and adults with injured limbs or needing prostheses.

Tapster | [GitHub](#)

- Fork of an existing DIY robot project for test automation: creation of Android and web apps, Python client, and Robot Framework library.

FLOSS Toolbox | [GitHub](#)

- Toolkit containing tools in Shell, Ruby, Python, and PHP to facilitate the work of open source referents and software forge administrators.

Tips and Tools | [Codeberg](#)

- Tool to improve technical watch efficiency and research through Shell and Ruby scripts as well as a Progressive Web App.

ASSOCIATIONS & GROUPS

April | 2019 - Present

- Member of the association.

Alumni Association of ENSSAT | 2016 - 2023

- Member of the association, previously secretary of the association, member of the board.

Code d'Armor | 2013 - 2019

- [Code Armor](#) is a [Google Developers Group](#) created to bring together developers from the Lannion region. Organization of conferences and workshops, communication for the association.

Orange Solidarité / SuperCodeurs | 2013 - 2019

- Participation in [extra scholar activities](#) aimed at introducing programming to primary and middle school students in a fun way.

ENSSAT Projets Étudiants | 2018 - 2019

- Member of the board of directors of the association overseeing the mandatory projects of ENSSAT students.

MEETUPS AND TALKS

- (2023) *Capitole du Libre*: **Biases when choosing an open source component**
- (2022) *DEVOXX France, Sunny Tech, Capitole du Libre*: **Open source, free, and ethical licenses**
- (2021) *DEVOXX France*: **i18n of Android and iOS apps**
- (2019) *DevFest Strasbourg*: **Kotlin/Native for Android and iOS**
- (2018) *Café Vie Privée*: **Cryptocurrencies and privacy with ZCash and Monero**
- (2018) *Code d'Armor*: **DApps on Ethereum with Solidity**
- (2018) *Libre en Fête*: **20 minutes on cryptocurrencies**
- (2017) *Code d'Armor*: **The blockchain revolution**
- (2017) *Code d'Armor*: **Tapster robot presentation**
- (2017) *ENSSAT*: **The hidden side of the developer profession**
- (2016) *Fête de la Science*: **Code accessible to children**
- (2016) *Code d'Armor*: **Regarding the world of software testing**
- (2015) *Fest4Game*: **A new form of interaction with the leap motion**
- (2014) *Code d'Armor*: **Real-time communication with WebRTC**

TEACHING

About software ecodesign | Toulouse III University (2025)

- Two-hours masterclass for students about software ecodesign and sustainability.

Contributing to a FLOSS project | Toulouse III University (2023, 2024)

- Three-hours masterclass for students and teachers on how to discover, understand, and contribute to open source projects.

2-hour Introduction to Blockchains | ENSSAT Lannion (2019)

- Two-hours masterclass for engineering students covering the basics of cryptocurrencies and blockchains.

ORGANIZED EVENTS

DevFest du Bout du Monde | Brest (2019)

- Organized the [1st edition](#) of the DevFest at the End of the World with the *Google Developers Groups Code d'Armor* and *FinistDevs*. Offered conferences, quickies, and workshops for over 350 people, with numerous partners and sponsors.

Café Vie Privée | Lannion (2018)

- [1st edition](#) of an [event for sharing](#) and popularizing knowledge related to privacy and its protection in the digital world, in partnership with April, FDN, Framasoft, Nos Oignons, and Qwant, for about 50 people.

Libre en Fête en Trégor | Code d'Armor (2018)

- Collaborated with other associations in Lannion to organize an event promoting free technologies, open source, and open hardware for the general public, with over 700 visitors.

Startup Weekend Saint Briec | Kreizenn Dafar (2017)

- Member of the team that organized the 2017 edition of the Startup Weekend in Saint Briec with 80 participants.

EDUCATION

ENSSAT (Institut Mines-Télécom, CTI, CGE)

Master's degree (computer science, multimedia, and networks)

Lannion, France

2012 – 2015

University of Caen Basse-Normandie

Bachelor's degree in Computer Science (3rd year)

Caen, France

2011 – 2012

University Institute of Technology of Caen

University Diploma in Computer Science (software engineering)

Caen, France

2009 – 2011

LANGUAGES

French (native), English (CLES B2), German (school level), Polish (notions)

HOBBIES

- Board and role playing games
- Moderator of spaces in Lemmy instance programming.dev
- OpenStreetMap and Wikipedia contributor