

# FABIEN WARNIEZ

SOFTWARE ENGINEER 📞 604-220-9076

## ◦ DETAILS ◦

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## ◦ SKILLS ◦

Scala  
PHP  
Symfony  
Java  
JavaScript  
iOS Development  
Software Architecture  
Functional Programming  
API Design  
Database Design  
Coaching & Mentoring

## ◦ LINKS ◦

[Vie \(iOS app\)](#)  
[TopButPES.com](#)



## PROFILE

I am a software engineer and leader with a Master of Science in Software Engineering and 12 years of experience writing easily maintainable and highly readable code.

I have invested my time in gaining a very broad set of skills: technical, communication, product management, and even mentoring, that have prepared me to take on my next chapter, being a **lead developer** at a **smaller company**.



## EMPLOYMENT HISTORY

### Senior Software Engineer at Hootsuite, Vancouver

January 2017 — Present

Inbox is the project at Hootsuite that I devote the most time to. It's a tool to help you manage all your social conversations in one place.

I am a major **contributor** to

- the overall architecture
- the design of the database schema
- the choice of API for the web and mobile clients: GraphQL
- the design of internal APIs
- the definition and adoption of coding best practices
- and of course: feature delivery

I had a lot of fun being a thought and technical leader of this project, but these are the **accomplishments** that I am the most proud of:

- Consistently monitoring and giving feedback on pull requests as a way to share and remind team members of the technical vision. **Result:** high quality and highly consistent code throughout the code base
- Persuaded the teams to make Inbox a data source agnostic system. **Result:** adding support for Twitter Direct Messages only took about one week of one developer
- Promoting the use of GraphQL's advanced features and best practices. **Result:** simple and reusable, which led to a significant reduction of duplicate requests to internal services
- Setting up a framework to centralize all the English text strings displayed to the users. **Result:** all team members regularly use the system, making the project organized and ready for internationalization

*Technologies used: Scala, MongoDB, GraphQL, React, ES6, PHP, Kubernetes*

### Software Engineer at Electronic Arts, Burnaby

May 2014 — December 2016

I was a senior developer and leader on the delivery of the marketing websites of several high profile games, including The Sims 4, Star Wars: Battlefront, and Mirror's Edge Catalyst.

The **biggest impact** I had at EA was achieved by relentlessly pushing my team to make all components built for the Star Wars website as flexible and reusable as possible.

**Result:** building the Mirror's Edge website required very little development work, most of the effort was around content creation and entry into the CMS, freeing a lot of time for the development team.

*Technologies used: PHP, Symfony, Scala, Java, Akamai, AEM, React, ES6*

### Software Engineer, Team Lead at Atimi, Vancouver

October 2013 — April 2014

During my short tenure at Atimi I worked on a high profile iOS app for a major financial media company.

I most notably delivered a high performance scrollable grid component which was used extensively in the app to render tabloid data.

*Technologies used: iOS Development, Objective-C*

### Software Engineer at Overinteractive / CineCoup, Vancouver

August 2012 — September 2013

CineCoup.com is a social crowdfunding platform for filmmakers, where they can pitch their idea for a movie and compete in weekly missions in order to build the largest fan base possible.

I was hired as a Software Engineer but my leading nature quickly got me to take on the role of lead developer on a team of 7 developers and designers to build CineCoup:

- setting the technical direction for the project
- mentoring junior developers
- working closely with the product manager
- implementing features within strict deadlines

The great success of the project, from a technical and business standpoints, and the key role I had to make it happen, simply leaves me wanting more of the startup life.

*Technologies used: PHP, MySQL*

## EDUCATION

Master of Software Engineering, EPITA - School of Engineering & Computer Science, Paris

September 2003 — August 2008

## PERSONAL PROJECTS

Vie - Conway's Game Of Life for iOS

2014 — Present

Vie (which means life in French) is my take on Conway's Game of Life, a cellular automaton.

It is a simple but highly polished free iOS app that I built and published in 2014. It has more than 15,000 downloads to date.

TopButPES.com

2007 — Present

Founder of TopButPES.com, a social network for fans of the video game PES, where they could share videos, vote on their favourites, and compete in weekly competitions.

As my first software undertaking, this project has taught me so much about all facets of managing and delivering a product:

- backend / frontend development
- database design
- UI design
- testing
- deploying code to a live environment
- general web performance
- feature prioritization
- managing customer expectations
- advertisement
- monetization

My creativity, ambition, and entrepreneurship have made this project a great success, with over 1,000 daily visitors, 5,000 users signed up, and nearly 10,000 videos submitted.

*Technologies used: PHP, MySQL*