

THOMAS OTT

Full-Stack Engineer | TypeScript, React, Node.js, AWS

Open to opportunities in Helsinki or remote within France

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SUMMARY

Full-stack engineer focused on building maintainable SaaS and business web applications end-to-end, from problem understanding and domain modeling to production deployment. Strong interest in Domain-Driven Design, Clean Architecture, and product-oriented development. Working across frontend, backend, and cloud delivery with consistent attention to code quality, maintainability, and long-term product health.

SKILLS

Core stack: TypeScript, React, Node.js, Next.js, AWS, AWS Lambda

Architecture & Product: Domain-Driven Design, Clean Architecture, Product-Oriented Project Management

Delivery & Quality: CI/CD, automated QA, serverless/cloud deployments, refactoring

Engineering Strengths: Code quality, maintainability, project structure, mentoring, Claude code / IA

EXPERIENCE

Full-Stack Developer - AkorD

September 2024 - Present

- Design and develop Kare, a SaaS platform that digitizes safety register workflows for public-access facilities.
- Implement new business features and improve existing modules to support regulatory compliance and field intervention tracking.
- Contribute across the full stack with a strong focus on maintainability, code quality, and clear project structure.
- Tech: TypeScript, React, Node.js, AWS, CI/CD

Full-Stack Developer (Internship) - AkorD, Mulhouse, France

February 2024 - August 2024

- Contributed to the implementation and maintenance of application features and technical components within the engineering team.
- Strengthened hands-on experience in full-stack development and DevOps-oriented workflows in a production environment.
- Worked on cloud and serverless components, including AWS Lambda.
- Tech: TypeScript, React, Node.js, AWS, AWS Lambda, CI/CD

Co-Founder & Frontend Developer - Moboo, Toulouse, France

June 2024 - Present

- Co-founded a no-code platform for mobile application creation through a visual editor with drag-and-drop and mockup import.
- Lead frontend development and interface architecture with a focus on scalability, usability, and collaborative product experience.
- Contributed to CI/CD, automated QA, and cloud deployment workflows while maintaining high engineering standards.
- Tech: TypeScript, React, CI/CD, automated QA, cloud deployment workflows

Regional Teaching Assistant - EPITECH - The European Institute of Technology, Mulhouse, France

March 2023 - February 2024

- Mentored students in a project-based curriculum through technical support, learning activities, and structured follow-up.
- Helped students improve autonomy, teamwork, and problem-solving while strengthening communication and project guidance skills.
- Focus: Mentoring, technical guidance, structured follow-up

EDUCATION

Master's-level Program in Software Engineering, Information Technology - EPITECH, France

2021 - 2026

Academic exchange year in Finland (2024 - 2025)

Baccalauréat STI2D, SIN specialization - Lycée Louis Armand, Mulhouse, France

2018 - 2021

PERSONAL PROJECTS

ORE Supply Farmer Bot

Production-grade trading bot monitoring ORE rounds on Solana and executing EV-optimized strategies in real time.

- *Designed domain-driven architecture separating domain logic and infrastructure*
- *Implemented back-testing and observability stack for strategy monitoring*

Tech: TypeScript, Node.js, Docker, Prometheus, Grafana

GitHub: github.com/RedBoardDev/ore-supply-farmer-bot

Cookmate

Personal recipe hub aggregating recipes into a structured cooking workflow with meal planning.

- *Designed a private recipe management system with structured cooking workflows*
- *Built scalable monorepo architecture supporting recipe management and planning features*

Tech: TypeScript, React, Node.js

GitHub: github.com/RedBoardDev/cookmate

Github actions - runners tool

CLI tool for managing and orchestrating self-hosted GitHub Actions runners.

- *Built command-line tooling to simplify provisioning and management of self-hosted CI runners*
- *Designed automation workflows to improve reliability and scalability of CI infrastructure*

Tech: TypeScript, Node.js, GitHub Actions

GitHub: github.com/RedBoardDev/gh-runners-tool

RType

Multiplayer arcade shooter inspired by the R-Type game, built with a client-server architecture.

- *Implemented networked game architecture supporting multiplayer gameplay and real-time synchronization*
- *Contributed to gameplay systems, networking layer, and engine-level components*

Tech: C++, Networking, Game engine architecture

GitHub: github.com/RedBoardDev/rtype