

Simon Janda

Fullstack Software Engineer

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Work Experience

Fullstack Software Engineer / Freelance

Sept 2023 - Present Toulouse, France

Entangl (Y Combinator) SvelteKit, PostgreSQL

Owned E2E development of admin panels in a **SvelteKit** app. Delivered under a tight Oracle-imposed deadline, securing a high-value enterprise customer contract.

Ligne8 Studio React Native, Svelte, Python, FastAPI

Co-developed **React Native** mobile app with integrated AI. Built a **Svelte** dashboard that automates YouTube scraping and AI content creation jobs.

Copratik Svelte, Python, FastAPI, IoT

Designed real-time game UI in **Svelte** and a **Python** backend to translate IoT sensor data into live basketball/mini-golf scores.

Ventil Performance, OCR, Python, FastAPI

Achieved perfect Lighthouse scores via front-end optimization. Automated product data entry with OCR and background-removal pipelines.

Fullstack Software Engineer / Thales Alenia Space

Sept 2020 - Sept 2023 Toulouse, France

C Obfuscator

Engineered a **Svelte** configuration app to control SolidShield C-code obfuscation, preview code size, runtime impact, and schedule CI compilation jobs.

Vulnerability Management App

Built a vulnerability catalog aggregator (CVEs, RHSAs, CERT-FRs) and a dependency scanner, surfacing actionable security findings via a custom Svelte dashboard.

Compliance Testing App

Developed a Svelte fleet-management interface that tracks device compliance by triggering OpenSCAP tests through Ansible playbooks.

Education

Master's Degree in Computer Science and Cybersecurity / ENSEEIHT

Sept 2020 - Sept 2023 Toulouse, France

Studied Algorithms, HPC, Network Protocols, Database Theory. Specialisation in Cybersecurity (Defensive and Offensive).

Bachelor in Computer Science / Université Paul Sabatier

Sept 2018 - Sept 2020 Toulouse, France

Valedictorian of my year group. Studied Computer Memory Architecture, Systems Programming, Web Development, Relational Databases.

Projects

Qwilfight https://qwilfight.sepia.top

A battleship-inspired turn by turn game developed in **React** and **TypeScript** with coding agents. Single player and online multiplayer. Fully responsive. Gesture support on mobile. Complex scene-management and motion design.

Memodex https://memodex.sepia.top

Name all of the Pokémon you know from a category developed in **Svelte / SvelteKit** and **JavaScript** with minimal dependencies and no AI assistance. Single player and online multiplayer. Fully responsive and internationalised. Animations and motion design.

Kazam https://kazam.sepia.top

Who wants to be a millionaire? but Pokémon-themed developed in **React** and **TypeScript** with coding agents. Fully responsive front-end with scene-management, animations and motion design.