

Thomas Le Goff

Software Engineer – Cloud and Distributed Systems Specialist

5, Place Bir Hakeim, 56000 – Vannes – France

📞 06 28 98 81 55

✉️ thomaslegoffpro@gmail.com

27 years old



Professional Experience (7 years)

- Since September 2025 **Computer Science Teacher**, *Lycée Saint Joseph–La Salle – BTS CIEL*, Lorient, France
- Teaching programming in **C/C++** and **Python**
 - Training in networking, embedded systems and real-time development
 - Raising awareness of software quality standards, architecture best practices and cybersecurity
- 2022 - 2025 (3 years) **Lead Developer**, *Videor Software – Management software publisher for retail distribution*, Auray, France
- Led the development of an operational B2C order management module (Deliveroo, UberEats, Amazon) for a **SaaS ERP (C# ASP .NET, React / React Native, PostgreSQL)**
 - Designed and implemented the user management module ensuring security and scalability
 - Technical support and guidance for the evolution of an automated web data extraction engine (**Azure VM, Puppeteer/Playwright, Node.js, Python**)
 - Agile team organization (Scrum Master), code reviews, mentoring and continuous training
 - Implementation and maintenance of CI/CD pipelines, Docker orchestration and cloud infrastructure (**GCP / Azure**)
- 2018 - 2022 (4 years) **Software Engineer**, *Azimut – Software Development*, Larmor-Plage, France
- Led the development of a **multi-tenant SaaS** platform for offshore race registrations, including secure payment modules (Payzen, Stripe) (**PHP/Symfony, React**)
 - Designed a video streaming and event ticketing platform for a major national cultural retail chain, supervising more than 300 continuously connected devices
 - Development of the UI for **Seanatic**, a maritime predictive maintenance software (consortium project), including real-time visualization of industrial sensor data (**React**)

Education (Master's level)

- 2018 - 2021 **Engineering Degree in Multimedia Computing and Networks**, *ENSSAT – University of Rennes 1, Lannion, France*
- 2016 - 2018 **Higher National Diploma in Digital Systems – Computing and Networks**, *Lycée Saint Joseph–La Salle, Lorient, France*

Projects

Emergent-Sea – Java

Turn-based multiplayer strategy game

Ludum Dare 53 Competition

Drifting Trailer – Godot

Other projects

<https://thomaslegoff.fr>

Soft Skills and Interests

Soft Skills

- Technical leadership and team spirit developed in collaborative environments
- Autonomy, rigor and adaptability in demanding technical environments
- Pedagogy and knowledge sharing

Interests

- Running
- Roller Hockey
- Science fiction reading
- Game jams
- Video games

Skills

Development

- Languages: C#, Python, C++, TypeScript, PHP
- Frameworks: ASP.NET Core, React, Qt, FastAPI, Django, Symfony
- Databases: PostgreSQL, RabbitMQ, Redis, MongoDB
- Multimedia and game development: Godot, Raylib, OpenGL, CUDA
- Distributed architecture: REST APIs, MQTT, gRPC, Event-Driven Architecture

Project Management

- Agile methods: Scrum, Kanban
- Tools: Git, GitHub, GitLab, Azure DevOps

DevOps

- Linux: Debian, Fedora, NixOS
- Containerization: Docker, Vagrant
- Automation: GitHub Actions, GitLab CI/CD, Ansible, PowerShell, Nix

Languages

- French: native language
- English: B2 level – TOEIC 925