Grégoire LORGNIER
Software Engineer

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Software Engineer with 4+ years of experience designing and scaling production-grade web systems. Experienced in legacy modernization, large-scale product migration, and performance-driven architectures serving tens of thousands of users. Seeking to join a product-driven engineering team in an international environment, open to relocation opportunities across Europe.

Skills

Languages	JavaScript, TypeScript, C#
Frontend	Vue.js, Nuxt, Angular, Vite, Vitest, Progressive Web Apps (PWA)
Backend	Node.js, ASP.NET, REST APIs
Databases	SQL (PostgreSQL, T-SQL)
Infrastructure	Docker, CI/CD, Linux, VPS management, Traefik
Concepts	Scalability, Offline-first architecture, System design, Legacy system migration, Performance optimization

Professional Experience

Frontend Engineer – "Léo" Livestock Management Platform   Jun 2023 — Present
Viveris (Client: ELSA)   *Lille, France*

- Contributing to the replacement and unification of two previously competing enterprise software systems following a merger.
- Developing a large-scale Progressive Web Application serving **50,000 users**.
- Addressing scalability constraints and legacy system migration challenges.
- Designed offline-first architecture with complex caching and synchronization strategies.
- Optimized performance and reliability in disconnected and low-connectivity environments.
- Technologies: Vue.js, Nuxt, Vite, Vitest, PWA, C#, RabbitMQ and PostgreSQL.

Software Engineer – Software Factory (Healthcare & Insurance)   Sep 2022 — Jun 2023
Viveris   *Lille, France*

- Developed full-stack web applications in regulated healthcare and insurance environments.
- Contributed across the full development lifecycle: architecture, implementation, deployment, and maintenance.
- Participated in technical design discussions to ensure maintainability and long-term scalability.
- Worked with Angular, C#, and T-SQL in production-grade systems.

Web Developer (Apprenticeship)   Sep 2021 — Aug 2022
Sopra Steria (Client: Monsieur Bricolage)   *Villeneuve-d'Ascq, France*

- Developed retail business applications using ASP.NET, C#, and T-SQL.
- Implemented features improving internal operational efficiency.
- Designed and executed functional tests aligned with business requirements.
- Worked in Agile SCRUM teams and collaborated directly with client stakeholders.

Education

Engineering Degree in Computer Science, *École d'Ingénieurs du Littoral – Côte d'Opale (EILCO)*   2016 — 2022
Exchange Program – Computer Science, *Norwegian University of Science and Technology (NTNU)*   Jan 2020 — Jun 2020
Certified Vue.js Developer, *Vue School*   2024
  View Certificate

Projects

Self-Hosted Production Infrastructure
Personal Engineering Project

- Designed and deployed a containerized VPS infrastructure hosting production web applications.
- Implemented reverse proxy, automated SSL, and CI/CD deployment pipelines.
- Configured secure Docker-based environments with service isolation.
- Technologies: Docker, Linux, Traefik, GitHub Actions.

3D Rubik's Cube Simulator
State-Driven 3D Algorithmic Web Application

- Designed and implemented a fully interactive 3D Rubik's Cube simulator with deterministic state transitions.
- Built a logical cube representation modeling permutations and rotations independent from the rendering layer.
- Ensured strict synchronization between the Three.js interface and the internal state engine.
- Integrated a Kociemba-based solving algorithm with bidirectional UI communication and move notation mapping.
- Technologies: TypeScript, Three.js, state modeling, algorithm integration.