

Passionate and self-driven Full-Stack Engineer with a non-traditional background, strong curiosity, and a constant drive to learn. Combining technical ownership with a solid foundation from École 42, I thrive on complex technical challenges in fast-paced environments.

01Experience

Software Engineering Team Lead

SLIB · CDI · Lyon, France

January 2026 - Present

- I lead a 6-person team, driving agile development and proactively modernizing technical workflows.
- Engineering Leadership:** Manage sprint planning, ticket lifecycles, and team resources across several simultaneous projects to ensure predictable delivery.
 - High-Compliance:** Led the architecture and development of a new online voting platform, designed under strict data privacy and GDPR constraints.
 - DevOps & CI/CD:** Spearheaded the modernization of our infrastructure by designing and delivering a Proof of Concept (POC) for a new CI/CD pipeline using Kubernetes, Helm, and ArgoCD.
 - Workflow Optimization:** Actively pitch and implement innovative technical solutions to continuously improve the team's engineering practices and delivery speed.
 - AI & Automation:** Built AI agents (including sub-agent architectures) to automate recurring workflows and standardize technical documentation.

SpringAngularPostgreSQLDocker

Full-Stack Software Engineer

SLIB · APPRENTICESHIP · Lyon, France

January 2025 - January 2026

- Took full technical ownership of building a web application from scratch, driving architecture and deployment.
- Full-Stack Dev:** Architected and built a comprehensive full-stack application from the ground up using Spring Boot and Angular.
 - Architecture:** Drove key architectural choices, balancing rapid delivery with long-term code maintainability.
 - Release & Deployment:** Owned the end-to-end deployment process, setting up the infrastructure and release workflows.
 - Problem Solving:** Proactively pitched and implemented technical solutions to address complex product needs.

SpringAngularPostgreSQL

Full-Stack Software Engineer

BILL · INTERNSHIP · Lyon, France

August 2024 - January 2025

- Worked on client-facing apps in a microservices ecosystem within an agile team.
- Maintenance & Features:** Maintained existing client applications, handling defect resolution and developing new features within a microservices ecosystem.
 - Agile:** Actively participated in Agile workflows, tracking issues and managing ticket resolution on a daily basis.
 - Custom Project Delivery:** Designed and developed a standalone application to track and manage customer wait times for a drive-thru queue system.

ReactNode.jsMariaDB

Earlier career

ARMY · HOSPITALITY

Before 2024

- A non-traditional path that built discipline, ownership and a sense of service.
- Business Owner & Manager (Restaurant L'Aventure):** Directed end-to-end operations, from business strategy and financial management to customer satisfaction and team leadership.
 - McDonald's (4-year progression):** Started as a Crew Member and rapidly advanced to Team Leader. Managed daily high-volume operations, executed fast-paced shifts, and successfully trained and onboarded new staff members.
 - Military Paratrooper (3ème RPIMA):** Cultivated rigorous discipline, adaptability, and high-performance teamwork while operating under extreme pressure.

02 Projects

Chess Club

A full-stack chess application built as a complete, self-hosted product: you play against Stockfish at several difficulty levels, your games and stats are tracked over time, and an estimated ELO reflects your progression. A Rust backend (Axum, async-graphql, SQLx on SQLite) exposes a GraphQL API, and a SvelteKit frontend served by Nginx consumes it. The whole stack runs in Docker Compose.

Svelte Rust GraphQL SQLite

github.com/Rgeral/chess

MetaCulture — XRPL NFT Experience

A proof of concept built during the XRPL Commons hackathon (3 to 5 May) for an art exhibition at the Centre Pompidou. The goal was to teach an AI the artist's data so it could take the artist's place and let visitors talk with it about the works. Access to the AI is gated by an NFT used as an access token, with an alternative for visitors without a crypto wallet: they can sign in with a simple email address.

XRPL Node.js React AI

github.com/Rgeral/MetaCulture

Aléas — Randomized Theatre Experience

An improvised theatre show where the actors hand their fate to chance: staging, sound, light and timing are all controlled at random by a computer, and the performers have to adapt live. It was built to experiment with randomness in improvised theatre and to bridge theatre and the science of chance. I worked on the system that generates these random scenes, music and light sequences, while keeping enough structure that the show still holds together on stage.

TypeScript Next.js Creative Tech Algorithms

github.com/PierreLemmel/plml-shows-api

Defense Hackathon — Drone Detection

A defense hackathon project held in Paris (7 to 9 November 2025) on the Synteza-1 challenge: detecting and tracking small FPV drones with cameras and AI, in real time, at about 500 metres and without human intervention. The project covers a full pipeline, from dataset preparation to a YOLO detection model, and a Next.js monitoring dashboard that places each detection on a map and raises danger alerts.

Python YOLO Next.js Computer Vision

github.com/Rgeral/hackatonParis

03 Skills

FRONTEND

Angular · React · Svelte · Dart

BACKEND

Node.js · Express · Java · Spring Boot · Rust · Go

DEVOPS & TOOLS

Git · Docker · CI/CD · Jenkins · XlDeploy

LANGUAGES

French (Native) · English (Proficient)

04 Education

Master's Degree in IT Architecture (RNCP Level 7) 2021 - 2023

42 School · France