



YANNICK TIRAND

Software Engineer



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www.yannicktirand.xyz

EDUCATION

Master of Software Engineering

EPSI | Montpellier (France)
2007 - 2012

EXPERTISE

- Backend Development
- Frontend Integration
- Continuous Integration
- Problem Solving
- Communication

PROGRAMMING LANGUAGES

- NextJS / React
- PHP / Laravel
- C#
- TypeScript
- NodeJS

LANGUAGE

- French (Native)
- English (Fluent)

PROFILE

My diverse background helps me tackle challenges creatively and efficiently. Having worked with teams from around the world, I've developed strong collaboration skills and the ability to adapt quickly to different working styles and cultures. I enjoy solving complex problems, thinking outside the box, and collaborating with great teams.

WORK EXPERIENCE

Travels to New Zealand and Australia

2022 - 2025

Various Jobs and Experiences

- Managed teams of 10+ people
- Collaborated with individuals of very diverse social and cultural backgrounds
- Worked on personal project to keep up with the latest web technologies

Gravity Goat

2018 - 2022

Co-Founder - Unity Game Designer

- Designed hypercasual mobile games prototypes for world-leading publishers
- Built a custom set of tools and CI processes to automate builds and accelerate our iteration velocity
- Managed public relations with international publishers

Mevia

2017 - 2018

Back-end Engineer

- Worked on the transition of a complex monolithic Zend-based back-end to a Laravel-based decoupled set of services
- Collaborated with a great team to prioritize and organize the transition process
- Helped implementing AGILE processes

ConcoursMania

2012 - 2017

Software Engineer

- Developed mobile games with Unity
- Designed a backend based on Laravel to manage an online game libraries
- Implemented a React-based frontend consuming the said backend API