

Nicola Spanti

Full-Stack Developer

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🔗 gitlab.com/RyDroid

Full-stack developer (backend and frontend) with 7 years of experience for various clients. Contributor to open-source. Used to GNU/Linux. Accustomed to working in a team and proficient in English (B2 level).

IT skills

Low-level : C, C++, SDL, Qt, GDB, Valgrind

OOP : C++, Java, Python, PHP, TypeScript, JavaScript, UML, design patterns

Web : HTML, CSS, TypeScript, JavaScript, NextJS, PHP, Selenium, Web indexing

DB : PostgreSQL, MySQL, XML, XSLT, Merise

OS : Debian GNU/Linux, Ubuntu, POSIX shell (Bash), YunoHost, Docker

Quality : cppcheck, PMD, check (C), JUnit, pytest, vitest, GitLab CI, Jenkins, SonarQube, Gherkin

Tech. tools : GNU Emacs, IDE QtCreator, make, CMake, git, mercurial, GitLab, GitHub, Gemini

Methodologies : agility, object-oriented programming, unit testing, continuous integration

Misc. tools : LibreOffice, L^AT_EX, GIMP, Jira (kanban), DokuWiki, Confluence, Microsoft Teams

Human languages

french : native language

anglais : B2 european level at writing and speaking

Social skills

rigour, collaboration, autonomy, perseverance, adaptability, ability to learn

Degrees

Computer Engineering Degree, ENSICAEN, 14000 Caen, France. [2017]

Master 2 e-secure, Université de Caen, 14000 Caen, France. [2017]

Tech. University Degree in IT, Institut Universitaire de Technologie, 51100 Reims, France. [2014]

Miscellaneous

Readings : *Free Software, Free Society* (Stallman; freedom and IT); *Permaculture* (Holmgren; ecological sustainability); *Introduction to Animal Rights* (Francione; animal ethics).

Travels : US, Canada, UK, Japan, Brazil

Sports : walking, cycling, hiking, skiing

Hobbies : board games, video games, gardening

Professional experiences

Full-stack software engineer at Logilab (15-25 people) [September 2025 - January 2018]

Services provided for clients, and mostly ENGIE (including consulting, hackathons, and travel; with diverse teams) for 7 years on the same project. Backend and front-end development using object-oriented programming, primarily with Python + CubicWeb and JavaScript/TypeScript + ReactJS, as well as database design and querying with PostgreSQL. Contributor and administrator of the CubicWeb framework and its ecosystem. Independent management of my computers under Debian GNU/Linux and contributions to Docker images. Participation in company management.

Internship at Orange [March 2017 - July 2017]

Creation of an open-source PHP web proxy (mostly a back-end) that records web sessions for replay. Developed at Orange Labs in Meylan (near Grenoble).

Internship in Brazil [May 2016 - August 2016]

Creation of a back-end framework for email security analysis, using Python, Java and PostgreSQL. Developed at the LASCA laboratory at the University of Campinas in Brazil.

Internship in Québec [April 2014 - June 2014]

Bug fixes, source code improvements, and adding new features to a website. It used the CakePHP framework with MySQL for the database.

Non-professional projects

Analysis of Wi-Fi security through practice [ENSICAEN, October 2016 - January 2017]

Setting up a test Wi-Fi system (Raspberry Pi, DHCP server, Wi-Fi server, etc.) and attacking it with existing tools (WEP and WPA cracking, communication interception, password retrieval, ARP spoofing, etc.) and creating scripts in Python (with Scapy and Kismet) and then in C++ (with Tins library) for real-time performance.

2D mobile-oriented web game [personal]

2D touchscreen coin-collecting game in JavaScript.

GB-like game experiment [personal]

Efficient 2D RPG in C99 with SDL2 library.