
Timothée “Tim” Pillard

Front-End Architect

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I'm a Front-end Engineer with 5+ years of professional experience building business-critical & public-facing web applications and websites in various environments.

Passionate about the Web, I am proficient with JavaScript, Web technologies, the modern Front-end ecosystem and related tooling, with a strong focus on performance and security.

Employment History

GANDI, Paris

[GANDI](#) is the “No Bullshit”™ domain registrar, cloud hosting and related services provider.

GANDI manages over 2.5 million domain names for a varied panel of customers and use-cases, in 4 business units (Paris, Luxembourg, San Francisco, Taipei) over the world.

2019 - August 2020, *Lead Front-End Engineer*

Growth of [GANDI's shop app](#) sales by 1.3x.

Reporting directly to the CTO, making recommendations to apply across feature teams.

Member of the Technical Committee, discussions, decisions and follow-up on technical matters.

Bearer of the Front-End vision for the product.

Leading and coordinating Front-End engineering efforts.

Increased focus on previously acquired responsibilities.

Internship supervisor and mentor of a Junior Web Developer intern.

Spearheaded several projects, such as:

- Recruitment of two Senior Front-End Developers for the Domain Squad
- Designed and successfully submitted Front-End architectures for new or revamped websites, Front-End components.
- Technical Project Management for externalised projects
- Serving ES2017 bundles for modern browsers and ES5 for legacy browsers in our SPAs, resulting in a significant reduction of the amount of JavaScript imposed to our users
- Implemented bundle-splitting to improve the HTTP Caching efficiency of JavaScript assets in our SPAs
- Improved HTTP Caching strategy used in our SPAs, in particular [GANDI's shop app](#)
- Upgrading dozens of our internal JavaScript libraries build system to Babel7, outputting both ESM and CJS modules for improved reliability and performance
- Various improvements to the Front-End CI Pipelines, including speeding it by up to 40%, as well as additional analysis and recommendations for further improvements.

2018 - PRESENT, *Senior Front-End Engineer, Billing Squad*

Growth of [GANDI's shop app](#) sales by 2x.

I was the technical referent of a 9-14 Front-end engineers team (Front-end chapter) across 4 product teams (squads).

Code reviews, technical directions, specifications, documentation, best practices, mentorship, various recommendations.

In charge of technical assessment during interviews and vetting applications in Front-end developers recruitment process.

Initiated and completed several projects, such as:

- PDF Invoice & other legal documents using Puppeteer over a Node.js HTTP API
- Refactoring the domain name search suggestions UI powered by a SSE HTTP API using JavaScript (ES2015+), React, Redux
- Reworked HTTP caching strategy of the marketing website, resulting in dramatic performance improvements using Python with Pyramid

New features implementations, billing business logic front-end packages, maintenance, production monitoring.

2016 - 2018, *Front-End Engineer, Billing Squad*

Growth of [GANDI's shop app](#) sales by 10x.

I've since been a key individual contributor with a strong ownership of:

- Billing-related features of the business (buying processes, pricing, shopping cart, invoicing, saved credit cards, up-sell/cross-sell)
- Performance of React/Redux web applications and HTTP APIs
- JavaScript cross-browser compatibility (polyfills, babel / babel-preset-env / babel-transform-runtime)
- Web applications security (SRI, Same-Site cookies, unified password strength estimation and requirements as a Node.js HTTP API leveraging zxcvbn)
- Internationalization (such as numbers / prices formatting using Intl.js / CLDR)

Also initiated and implemented various production-related tooling:

- Logging strategy for the front-end apps
- Production and performance monitoring using Kibana dashboards (ELK stack)
- Runtime Exceptions Monitoring with Sentry

Various features implementation, maintenance.

December 2014 - 2016, *Apprentice Web Developer, various squads*

In late 2014, GANDI started legacy systems migration (v4 -> v5 “beta”), notably:

- from a PERL/Catalyst monolithic website to multiple Python/Pyramid and React/Redux/SSR websites
- from an XML-RPC API to HTTP RESTful API microservices
- numerous functional improvements (usernames, organizations, teams, permissions)

During my apprenticeship, I have contributed to various new projects, including the building blocks of GANDI's current production landscape:

- initial version of www.gandi.net using Jinja templates and Python / Pyramid for the back-end, HTML5 / CSS3 with Sass / JavaScript for the front-end and a build system based on Gulp.
- initial version of the ecosystem and architecture powering GANDI's apps using notably:
 - React / Redux
 - Node.js / Express / SSR / node-client-sessions
 - Webpack / Babel

I also had the opportunity to offer some minor open-source contributions to [GANDI CLI](#) and [Caliopen](#).

Tapastreet, Dublin / Remote

Tapastreet was an early-stage startup that aimed at extracting value out of social media feeds.

2016 - 2018, *Web Developer / Junior Product Manager*

Prototyping web applications leveraging social networks public APIs using HTML5 / CSS3 / JavaScript (ES5) with or without Backbone.js, jQuery in an extremely fast-paced startup environment or hackathons.

Conception & Development of a SaaS product: easily embedding curated social media galleries (photos & videos) into any website, app or digital magazine using iframes or embeddable JavaScript widgets.

Joshfire, Paris

Joshfire was a web agency, specialized in hybrid native applications for smartphones and smart TVs and experimenting in the field of IoT.

There, I worked full-time on the resumption of a client's startup project named Jnuine which enabled users to create and share stories in a virtual photo album, and eventually printing it into a physical one.

March - August 2013, *Web Developer Intern*

JavaScript web application development for the modern web and mobile (iOS & Android with Apache Cordova).

Development of the backend, including a REST API.

Computer Skills

Technologies

- JavaScript (ES5+), DOM , HTML, CSS
- Service Worker, IndexedDB, Web Audio, Canvas
- Node.js, HTTP
- React, HyperHTML, Redux, jQuery
- Flow, npm, Webpack, Babel, Sass, PostCSS, CSS Modules ...
- Python
- Git

Operating systems

Familiar with Mac OS X, GNU/Linux, Windows, recently used Ubuntu Linux / Linux Mint / Manjaro as work environments.

Experience debugging applications running on Debian servers.

Personal

Languages

1. French: fluent, mother tongue
2. English: fluent, written & spoken (used daily for work)
3. Spanish: notions

Talks

I recently started giving talks.

So far, I have covered Web Performance with React & Redux (2018): [parisweb.app](#), in collaboration with [Julien Wajsberg](#).

This talk was given:

1. at a meetup hosted by GANDI.
2. at a [Paris-Web workshop](#).

Contributions

I contribute to open-source projects on occasion, mostly on [GitHub](#).

I also started publishing open-source utilities on GitHub & npm.

As a Web user and Web Developer, I occasionally interact with browsers developers for discussions, bug reports.

I use my [personal Twitter account](#) to help and gather feedback from my users, as well as sharing tips on my Web Developer experience and animating discussions (mostly on Web Performance).

I write articles on my [personal tech blog](#).

I wrote an article titled "[Reflecting on our JavaScript Footprint](#)" on [Gandi's blog](#).

Side Projects

[timtech.blog](#)

[Tim's Tech Blog](#) is my personal tech blog, where I mostly write about Web Development, Web Performance & JavaScript. Built with [Eleventy](#), following a low-tech approach.

[soundcut/app](#)

[Soundcut \(beta\)](#) is a Progressive Web App which enables you to extract, share, save, download or simply listen to specific moments (a slice or cut) of a song or any audio source.

Built using JavaScript (ES2017) with [hyper/viperHTML](#) and a strong focus on performance, it leverages a SPA/SSR/SW/Shell Architecture.

[soundcut/decode-audio-data-fast](#)

[decode-audio-data-fast](#) is a small JavaScript utility allowing to decode mp3 audio file data in the browser from a File/Blob into a AudioBuffer using `AudioContext.decodeAudioData()`, but consistently faster than the native method.

Education

[IN'TECH \(ESIEA Group\)](#)

2012 - 2016

Studied Software Engineering cursus.

Initiated and developed web projects in teams of 4.