


# Rémi Vansteelandt

*Developer with a passion for software architecture, based in Canada*

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## Work Experience

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### Staff Software Engineer / Bunch.live (social app)

*Waterloo, ON / November 2020 - Present*

- Architected complete rewrite of the Bunch app for iOS + Android using Kotlin multiplatform and coroutines
- Implemented code generation to automate metrics for all screens and buttons
- Built common utilities for caching, storage, automatic error handling, Swift/Kotlin bridging
- Designed GRPC APIs with backend team, Unity layer's bridge APIs with games team
- Created benchmarking system to measure perf. impact (battery level + temperature, framerate)
- Drove initiative around improving user-perceived loading times
- Integrations: VOIP (Agora.io), chat (GetStream), picture-in-picture, social features, push notifications
- Wrote complex UI components (draggable video, custom bottom sheets, custom layouts)
- Rebuilt Bunch's video stack using WebRTC (backend + frontend)

**Tech:** *Kotlin Multiplatform, Swift, KotlinPoet, Kotlin Symbol Processing (KSP), GRPC, Flatbuffers, TypeScript*

### Android Developer / Carta (fintech)

*Waterloo, ON / October 2019 – October 2020*

- Initiated migration from Redux-style architecture in favor of Rx-driven MVVM to improve code readability
- Started migration to a UI design system to allow for consistency and development velocity
- Feature work: option exercising, payments

**Tech:** *Kotlin, Room DB, RxJava*

### iOS + Android Web Developer / Kik (messaging app)

*Waterloo, ON / August 2016 – October 2019*

- Rewrote video chat feature using WebRTC (iOS + Android)
- Part of team architecting full rewrite of the Kik app
- Feature work: Kin cryptocurrency integration, chat themes, quick chats, user interests, profile backgrounds
- Implemented bot platform APIs, hit by millions of requests daily

**Tech:** *Swift, Kotlin, Java, Objective C, RxSwift/RxJava, Protobuf, Javapoet, WebRTC, Google App Engine*

## Personal Projects

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- **Earth's Greatest Defender:** Steam game / custom engine / single player + online multiplayer (<https://egd.tap2play.io/>)
- **JS13K:** Javascript game competition in less than 13kb (1<sup>st</sup> in [2020](#) and [2023](#))
- **Pi Clock:** Custom alarm clock running on a Raspberry Pi (<https://goo.gl/2nR4oq>)

## Education

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*2012 – 2015 – Master's Degree in Computer Science (Diplôme d'ingénieur) – Université de Technologie de Compiègne*

*2011 – 2012 – Licence Informatique (~ Bachelor in Computer Science) – Université de Picardie Jules Verne*

*2009 – 2011 – DUT in Computer Science (2 yr diploma) – IUT d'Amiens*