

Tommy PREEL

FullStack Developer



Personal information

- Tommy Preel
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Skills

- API REST
- HTML / CSS / JS / TS
- Angular / React
- Release
- AWS
- Scrum / SAFe
- Postgres / MySQL
- CI / CD
- Docker
- Figma
- Python

Languages

- French (native)
- English (C1)

Hobbies

- Musician (piano / guitar)
- Video games
- Managing a self-hosted server exposed to the public

Profile

FullStack Developer

TypeScript developer with expertise in Angular / React for the frontend.
ExpressJS / AWS for the backend.
Focus on security, performance optimization, and user experience quality.

Professional experiences

Airbus FullStack Developer (with 3 years of work-study) from nov. 2021 to jul. 2026

France, Toulouse - Alten SO

Context: 2 applications

- A visualizer for aircraft parts in the form of a data tree. (as back office)
- Detection of hazardous substances in aircraft parts.

Angular - Application development according to recommended practices with tests.

In services, components, modules, interfaces, guards, directives, interceptors, etc.

Security - User rights management, dependabot, up-to-date packages, pre-commit.

Big data - Data manipulation, sorting, and storage. Creation of business consistency.

Code quality - Pre-commit, linters, coding rules, code quality verification in CI/CD pipelines, +80% coverage.

Product quality - Documentation (API, components, project), Docker, code security.

Testing - E2E, unit, integration, non-regression (Pytest, Jest, Cypress)

AWS - Lambdas, EC2, RDS, VPC, API Gateway, EventBridge, Secret Manager, IAM, DynamoDB, S3, EFS, KMS, SQS, IaC with CDK, CloudFormation, Route 53, ALB.

Development on Palantir Foundry (Slate, Code repository, Contour).

Use of Handlebars, PySpark, Polars, Pandas.

Devops - CI/CD pipelines, GitHub Actions, Jenkins, Docker, SonarQube.

Deployment and production - Service interruption, production releases, deployment on our servers, communication with customers.

Personal experiences

Real-Time Multiplayer Games (MiniGames, Pedantle like, Kahoot like, BlindTest)

Problem: Existing party games either lack features or are paid games.

Solution: Rebuild them all with my custom features

Impact: Having fun with friends + adding features on demand

Tech Stack: React, TypeScript, Node.js, Socket.IO, Docker, GitHub Actions, PWA.

Key Learnings: WebSocket, CI/CD on self-hosted server, public API integration.

Self-Hosted Server

Problem: High VPS costs when requiring large amounts of RAM.

Solution: Recycled an old PC into a self-hosted server running Ubuntu Server.

Impact: Enabled hosting of personal projects and simplified video game server deployment.

Implementation: Configured SSH access, Dockerized services, game server management (AMP), and network configuration.

Key Learnings: Advanced Linux administration, Docker, networking, security hardening, CI/CD, and release management.

Qualifications

SAFe for Teams

dec. 2025

Scaled Agile - Remote

IT Development Security Expert (RNCP 7)

from dec. 2023 to jan. 2025

LiveCampus - Remote

Application Designer and Developer (RNCP 6)

from oct. 2021 to dec. 2023

LiveCampus - Remote