



Adeline Lefebvre

Fullstack Web & Mobile Developer · Flutter · Next.js · Node.js

Professional Experience

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Skills

Technical Stack

- **Frontend:** React, Next.js, React Native, Vue.js, TypeScript, Tailwind CSS, Material UI, Emotion.
- **Backend:** Node.js, GraphQL, Apollo, TypeORM, REST APIs.
- **Mobile:** Flutter, Dart, React Native.
- **Databases & Search:** MongoDB, MySQL, PostgreSQL, Elasticsearch.
- **Infrastructure & DevOps:** Kubernetes, Google Cloud Platform (GCP), CircleCI, Docker, RabbitMQ.
- **Specialized Frameworks:** A-Frame, MindAR (Augmented Reality), Prismic (Headless CMS), Stripe (Payments).

Product & Design

- **Design Tools:** Figma, UX/UI Prototyping.
- **Marketing & Ops:** SEO, Google Ads, Google Workspace Administration.

Languages

- **French:** Native.
- **English:** Bilingual / Native Proficiency.
- **Spanish:** Professional Working Proficiency.

Hobbies

Hiking · Music · Sailing

Fullstack Mobile App Developer · Freelance November 2025 · Present

Designed and developed a **Flutter mobile app** from scratch for the education sector, targeting both iOS and Android. Built a **Node.js** backend with **MongoDB** to manage user accounts and authentication. Implemented in-app purchases for premium content monetization. Developed a scalable architecture for both frontend and backend, ready for public release.

Software Engineer · Desert Leaves March 2025 · November 2025

Designed and developed a multilingual website from scratch using **Next.js**, **TypeScript**, and **Tailwind CSS**. Implemented a **headless CMS** architecture with Prismic and optimized SEO to increase visitor traffic. Built email infrastructure using Nodemailer and integrated Stripe for payment workflows. Migrated the organization to Google Workspace and managed Google Ads campaigns.

AR Software Engineer · Rural Hackers August 2024 · September 2024

Developed an **Augmented Reality** mystery game during a Tech Residency to revitalize rural areas through interactive storytelling. Used A-Frame and MindAR to implement marker-based AR and 3D character generation. Integrated real-time interactions via Pusher.js and built a non-linear narrative system.

Software Engineer · Cubyn May 2022 · September 2023

Contributed to a large-scale microservices architecture (80+ services) orchestrated with **Kubernetes** on Google Cloud Platform. Designed backend services using Node.js and TypeScript, working with **MySQL**, **RabbitMQ**, and **Elasticsearch**. Developed frontend features with Vue.js and maintained **CI/CD** pipelines using CircleCI. Ensured system stability through unit and integration testing with Jest.

Software Engineer · Klox September 2021 · March 2022

Developed and maintained a fullstack **SaaS platform** with a **React/Next.js** frontend and Node.js backend. Built **GraphQL** APIs with Apollo Server and managed **PostgreSQL** databases using TypeORM. Integrated third-party services including HubSpot, Stripe, Pennylane, Google Sheets, and Google Cloud. Implemented user dashboards and participated in architecture decisions and code reviews.

Entrepreneur & Product Designer · Station F October 2020 · April 2021

Worked on an early-stage marketplace project for French artisans during a 6-month acceleration program. Conducted market research, defined product requirements, and designed **UX/UI** prototypes using **Figma**. Collaborated with developers to translate designs into a functional prototype using lean product methodology.

Education

- 2021 Web & Mobile JavaScript Developer Training · Le Reacteur
- 2019 Master's Degree, Grande Ecole Program · Audencia Business School
- 2019 University Exchange Program · Jiangxi University of Finance & Economics
- 2016 Bachelor's Degree in Management · FFBC of Lille