



# Olivier CLÉRO

SOFTWARE ENGINEER

33 years old, 9 years of professional experience

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I have been working both as a Software Engineer and a UI Designer for 8 years. During this time, I have designed, developed and shipped desktop and web apps used by millions of users.

I'm interested in Design, Computer Graphics, Video Games, Image & Audio Processing.

## Professional Experience

### Software Engineer & Designer

2014-2019, 2023-TODAY — AROBAS MUSIC, LILLE/REMOTE, FRANCE

[Guitar Pro](#) is the industry-standard tablature editor (2M+ users).

- **Desktop Client Development:** C++17/Qt5.
- **UX/UI Design:** Desktop client, website.
- **Communication:** Promotional Art and Videos.

### Software Engineer

2022-2023 — JITTER, PARIS, FRANCE

[Jitter](#) is a powerful motion-design tool, directly in the browser.

- **Webapp Development:** TypeScript/React.

### R&D Software Engineer

2020-2022 — ABVENT, PARIS, FRANCE

[Artlantis](#) is a 3D rendering desktop app for architects (100K users).

- **Desktop Client Development:** C++17/Qt5.

### Software Engineer

2019-2020 — DASHLANE, PARIS, FRANCE

[Dashlane](#) is a secured password manager application (15M users).

- **Desktop Client Development:** C#/XAML/TypeScript/C++.
- **Browser Extension Development:** TypeScript/React.

### Software Developer Intern

2013 (6 MONTHS) — IT LINK, RENNES, FRANCE

Digital Signal Processing application for the Defense Industry.

- **Desktop client Development:** Java/Netbeans/C++.

## Technical Skills

### Software Development

- **Languages:** C++, C, C#/XAML, QML, Lua, Python, JavaScript, TypeScript, PHP, HTML/CSS, NSIS, CMake.
- **Frameworks:** Qt5, WPF/UWP, React.
- **Platforms:** Windows, Linux, MacOS, Web.
- **Topics:** UI, Game Engines, Computer Graphics.

### Design & Art

- **2D:** Digital Art (Photoshop, Illustrator, InDesign), UI Design (Sketch, Figma, Lunacy), Video Editing (Premiere, After Effects), Typography (FontLab), Traditional Art.
- **3D:** Blender.

### Spoken Languages

**French** (native), **English** (advanced), **Spanish** (basics), **Mandarin** (beginner).

## Education

### Master's Degree in Engineering - Computer Science

2008-2013 — INSA, RENNES, FRANCE

- **Relevant Subjects:** Formal Grammars, Compilers, Complexity, Sequential Logic, Software Architecture, Hardware Architecture, Paradigms (Object, Functional, Constraint), Parallel and Distributed Computing, Formal Verification Methods, Data Mining, Machine Learning, Databases, Security, Cryptography.
- **Exchange:** Erasmus studies in Aalto School of Science (Helsinki, Campus of Espoo, Finland).
- **Noteworthy project:** Java library for *Chemical Programming*. Procedural music generation by simulating multiple parallel *chemical reactions* that follow Classical Music rules.

## Hobbies

### Solarus Labs Secretary (Volunteer, Open-Source)

SINCE 2011 — SOLARUS LABS, INTERNATIONAL TEAM

NPO that manages [Solarus](#), a free and open-source 2D game engine.

- **Engine Development:** Core (C++, Lua API), Editor (C++/QtWidgets), Launcher (C++/QML/JavaScript), Website (PHP).
- **Game Development:** [6 games](#) (2M+ downloads).
- **Design & Communication:** Logos, UI/UX design, images, videos, web.

### Musician & Label Manager

SINCE 2018 — ALLFLOWERS, VERVEINE RECORDS

[Allflowers](#) is an Alternative Rock band, self-produced and published by Verveine Records, our own NPO indie music label.

- **Music Production:** Guitar, Composing/Recording/Producing.
- **Artist Management:** Booking, Promotion, Accounting.

### Art and Design

- [Comic books and traditional art.](#)
- Freelance Designer.

### Dance

- Swing Dance (Lindy Hop, Charleston).