

Adrien Folie

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Experience

Senior Software Engineer, June 2025 - Present

Swile, Paris, France (Hybrid)

- Part of the Payment Experience team, building the link between users and the underlying payment system
- Collaborated with cross-functional teams to deliver seamless payment integration features
- Helped scale the platform, reducing incidents from multiple per month to 0, reduced infrastructure costs by 50%, and improved system latency to sub-100ms
- Promoted engineering best practices

Senior Software Engineer, Sep. 2019 - May 2025

Voodoo.io, Paris, France (Remote)

- Part of the VoodooTune team, building a remote game configuration platform enabling A/B testing on specific player cohorts for mobile games publishers
- Built initial system for real-time remote game parameter adjustment to improve player experience without app store updates
- Developed an A/B testing engine optimizing player engagement, retention, and monetization
- Scaled platform to support millions of concurrent players with low latency
- Wrote article: Voodoo Tune — How to set up games remotely (Medium)

Lead Backend Developer, Feb. 2018 - Sep. 2019

JobTeaser, Paris, France

- Evolved to lead developer after 1 year, guiding backend team and technical strategy for career services SaaS platform
- Mentored junior developers, guided technical decisions, and enforced engineering best practices
- Oversaw B2B feature development for candidate management and company pages

Backend Engineer, Nov. 2016 - Feb. 2018

JobTeaser, Paris, France

- Developed and maintained backend services for a SaaS platform connecting students to job opportunities
- Built scalable APIs for candidate management and company page B2B features
- Collaborated with cross-functional teams to deliver product features

Co-founder & Lead Engineer, May 2015 - Oct. 2016

Deckie, Paris, France

- Designed and built a platform allowing users to connect and meet IRL to play board games, cards, and role-play sessions
- Led 6-month MVP development with 2-month post-release support; pitched to NUMA startup accelerator
- Launched live platform, gained extensive technical and entrepreneurial experience despite lacking marketing expertise to scale

Software Engineer, Sep. 2012 - Apr. 2015

C17 Engineering, Paris, France

- Onsite consultant for PSA Peugeot Citroën (October 2013 - April 2015)
- Onsite consultant for E.Leclerc Drive (March 2013 - October 2013)
- Software Engineer on the internal solution: Market Place Factory (September 2012 - March 2013)

Education

Epitech, 2008 – 2013

MSc of Information Technology, Software Engineering, Paris, France

Join Lion, Feb. 2018 – Mar. 2018

Growth Hacking, Paris, France

Skills

Programming Languages: Ruby, JavaScript, TypeScript, Go

Frameworks & Tools: Ruby on Rails, Nest.js, Docker, Kubernetes, Terraform

Other: AWS, Postgres, MySQL, DynamoDB

Projects

Grounds, Sep 2014 - May 2015

- Open-source developer tool to share runnable code snippets across 10+ languages (GitHub)
- Built isolated code runners using Docker for secure, reproducible execution
- Winner: Docker Global Hackday Paris (Nov 2014)
- Presented at Paris.rb, Golang Paris, and Docker Paris meetups

Languages

French: Native

English: Bilingual