Christophe Chenel

Senior Backend Developer C#/.NET — obsessed with optimization and simplicity

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SUMMARY

I'm an optimization fanatic: I find the simplest way to reach the goal. No over-engineering. I cut the steps, code and complexity that don't earn their place. At Sherweb, I centralized and optimized developers' day-to-day work with agentic workflows and significantly shortened delivery times, with integration tests keeping quality in check. I also built test infrastructure for distributed .NET services at FLO (Kafka, Kubernetes) and, as CTO of Oplan, took a product from a blank page to a web app and a custom hardware timer.

EXPERIENCE

Senior Software Developer — Sherweb

Jun 2025 – Present

- Simplified and centralized developers' day-to-day work with agentic workflows, significantly reducing delivery times.
- Automated repetitive tasks and used AI to improve monitoring.
- Introduced integration testing with Testcontainers, using WireMock to mock external services, to keep quality under control.

Software Developer in Test (SDET) — FLO

Nov 2023 – Jun 2025

- Designed and maintained automated testing infrastructure for an ecosystem of distributed .NET microservices.
- Set up integration testing with Testcontainers as part of the team.
- Developed end-to-end testing strategies covering multiple microservices.

Co-founder — Solutions Lacerta

Jul 2023 – Nov 2024

- Co-founded a company offering a white-label mobile solution for events, branded on demand for each client, and landed a first client.

Software Developer — Dimonoff

Apr 2022 – Nov 2023

- Designed and maintained C# applications using Entity Framework and IoT communication over MQTT.

Full-stack Developer — Gecko Alliance

Oct 2021 – Apr 2022

- Migrated firmware to a new architecture following a microcontroller change.

Chief Technology Officer (CTO) — Oplan

Feb 2021 – Jan 2022

- Built the application from scratch (Vue.js, C# backend) to help teachers run presentations on time, starting in the evenings and moving to CTO after the company raised funding.
- Hired two junior developers and set up the team's workflow with Scrum, quality control and delivery pipelines.
- Oversaw a companion hardware timer, developed with a custom PCB (Altium), C++ firmware with an LCD screen, and an injection-molded enclosure (SolidWorks).

Software Developer — Globatech (Parknet)

Feb 2020 – Mar 2021

- Developed in C# (.NET Core, Entity Framework) and maintained legacy code, including C.
- Designed embedded solutions on Raspberry Pi for kiosks, integrating hardware such as printers and point-of-sale terminals.

R&D Electronics Technician — QA, then software development — Gecko Alliance

Jan 2016 – Feb 2020

- Started in quality assurance for mobile applications and IoT embedded software, then moved to full-time software development.
- Developed a cross-platform mobile app in C# with Xamarin (Android and iOS), tested with xUnit.
- Designed automated production-line tools and worked on PCB (Altium) and 3D (SolidWorks) design.

Electronics Technician — Ver-Mac

Aug 2015 – Jan 2016

- Quality control on the production line and troubleshooting of final products.

SKILLS

Backend	C#, .NET, ASP.NET Core, Entity Framework, Node.js, Python
Distributed systems	Microservices, Event-driven architecture, Apache Kafka, Kubernetes, Docker, WebSockets, MQTT
Testing & delivery	Testcontainers, WireMock, MockServer, xUnit, NUnit, GitHub Actions, Jenkins
AI & developer productivity	Agentic workflows, AI coding agents
Data & frontend	PostgreSQL, MySQL, React, Vue.js, Blazor
Embedded & hardware	C, C++, Raspberry Pi, PCB design (Altium), SolidWorks

EDUCATION

Cégep Limoilou
2009 – 2012
College studies in Industrial Electronics Technology (DEC program)

EMOICQ
2014
Alarm systems training (fire/intrusion, commercial and residential)