

// Jérôme Mahuet — Principal Engineer

Based in **Limoges, France**. Principal Engineer with more than a decade of experience designing and scaling backend and frontend systems, with a soft spot for functional programming and highly typed languages.

Email LinkedIn Website GitHub X Malt

Summary

I have spent more than a decade at Iconosquare, moving through senior engineering, backend leadership, and development management into a Principal Engineer role. I work across architecture, software design, technical direction, and mentoring for scalable backend and frontend systems.

That continuity gives me both the long view of an evolving product and the hands-on context needed to make pragmatic technical decisions.

Experience

Iconosquare — Principal Engineer

January 2026 — present · France

Leading technical direction across scalable backend and frontend systems. Focused on software design, architecture, and mentoring engineers to deliver products that empower brands with social media analytics.

Iconosquare — Head of Development

2025 — 2026 · France

Oversaw the development team, aligning engineering execution with product strategy. Drove technical decisions, hiring, and cross-team collaboration.

Iconosquare — Backend Lead Engineer

2024 — 2025 · France

Led the backend guild, shaping the API serving web and mobile apps. Focused on performance, reliability, and evolving the platform architecture.

Iconosquare — Senior Software Engineer

Jun 2014 — 2024 · Région de Limoges, France

Contributed to the growth of Iconosquare's social media analytics platform from a young product into a mature SaaS. Worked across backend services, data pipelines, and frontend features.

Statigram — Senior Software Engineer

2012 — Jun 2014 · France

Helped build an early social-media analytics platform for Instagram. Worked with the Facebook API, data analytics, and distributed architectures designed to scale with the product.

Tripnity — Software Engineer

2009 — 2012 · France

Web development with PHP, MySQL, JavaScript, and jQuery. I joined Tripnity as a Software Engineer Intern (2008 — 2009) for my final-year internship.

Orange — Technical Support Staff

2006 — 2009 · France

Technical support on telecommunications and internet services, alongside my engineering studies.

Education

3iL Ingénieurs — Bachelor of Engineering (BE)

2006 — 2009 · France

Projects

Newest first. The experiments hub has covers, write-ups, and links for each.

- Deus Ex in the Browser (2026) — The original 2000 Deus Ex running in a browser tab from a local install: a JavaScript reader for the Unreal Engine 1 packages, a Rust interpreter compiled to WebAssembly, and three.js on WebGL2. The game's own bytecode runs on a rebuilt engine, and every translated piece is checked against the original: its DLLs in a CPU emulator, and frames and tick traces from the running game. Built by directing AI agents under that evidence rule: 995 commits and about 31,000 lines of Rust in five weeks.
- jeromem.dev (2026) — This site: a Rust static-site generator with live gpui islands compiled to WebAssembly, art generated at build time, and a benchmarked performance pass that brought first paint about 40% sooner and opens pages in roughly half the time.
- Raym (2025) — Interactive terrain generation and sculpting with Marching Cubes, in C and Raylib, also compiled to WebAssembly.
- Earlier: Monkey interpreter in Rust (2017) · 3D Chip8 emulator in C++ (2017) · Game of Life in Haskell (2016) · Flappy Bird in Haskell (2015) · Fake Images Please (2012), a placeholder-image service.

Skills

Languages — TypeScript, JavaScript, Rust, Haskell, Python, Scala, C, C++, PHP

Frameworks & runtimes — Next.js, Laravel, Symfony, Ruby on Rails, Flask, jQuery

Systems & infrastructure — Kubernetes, Docker, Distributed Systems, Software Infrastructure, Performance Engineering, AWS, Analytical Database (ClickHouse)

Graphics & low-level — OpenGL, SDL, Raylib, 3D, Compilers, Lexers, Parsers

Engineering — Software Design, Technical Leadership, Scalable Web Applications, Software Engineering Practices

Other — Unix, Git, HTML5, CSS, XML

Languages

- French — fluent
- English — fluent