



✉ cv@axelguilmin.fr
📍 Paris · Hybrid remote
🌐 axelguilmin.fr
🌐 linkedin.com/in/axelguilmin
🚗 Driving licence A & B
👤 36 years old

SKILLS

Leadership & Management

Team & people management ·
Hiring & mentoring ·
Cross-functional delivery · Scrum ·
Asana

Mobile

Swift · Objective-C · UIKit · SwiftUI ·
Core Data · Combine · Codable ·
Interface Builder · CocoaPods

Engineering

CI/CD · Testing · Code review ·
Code quality · Automation

Artificial Intelligence

On-device AI · AI dev tooling ·
Team enablement

LANGUAGES

English · Full professional

French · Native

CERTIFICATIONS

Management Development Program
Forentem · 2023

How to Manage a Remote Team
GitLab · 2021

iOS Developer Nanodegree
Udacity · 2015

EDUCATION

**Master's degree, Computer
Science**

EPSI · 2010-2013

**Associate's degree, Information
Technology**

EPSI · 2008-2010

Axel Guilmin

Hands-on Engineering Manager

I build and lead teams that ship mobile products people love.
14 years in mobile, developer to manager, leading teams since 2020.
I work with AI daily, in the product and in the team's workflow.

Lalalab · Paris

2019 - Present

Engineering Manager · 2024 - Present

- Lead a cross-functional team of 6 (iOS, Android, backend, QA): hiring, mentoring, roadmap and delivery.
- Company AI lead: shipped Smart Albums and on-device AI features; scaled AI-powered productivity across the team.
- Own mobile engineering practices: GitLab CI/CD, trunk-based development, three-week releases across 6 apps (3 brands).
- Sustain 4.8★ iOS and 4.7★ Android over 225K+ reviews.

Lead iOS Developer · 2020 - 2024

- Built and managed the iOS team: hiring, onboarding and leading 4 developers.
- Launched Photoweb and Fnac Photo white-label iOS apps.
- Defined the iOS technical roadmap with the product team.

Senior iOS Developer · 2019 - 2020

- Core developer of Lalalab's iOS app (14M+ downloads).
- Led the Objective-C → Swift migration of the codebase.
- Streamlined the dev process: CI (GitHub Actions), unit tests, code reviews, Fastlane releases, crash monitoring.

Cinemur · Paris

2017 - 2019

iOS Developer

- Shipped in-house and client apps, maintained shared libraries, ran R&D on Swift, Augmented Reality and video.

WINGiT · Paris

2016 - 2017

iOS Developer

- Developed an iOS SDK framework for B2B clients.
- Implemented new features in the WINGiT iOS app; integrated automation processes.

Freelance · Europe

2014 - 2017

Mobile Developer

- Built and improved iOS apps and web services for startups and small companies.
- Selected apps: Wootup, Looop, RingMeMaybe, Trailers Park.

Kraft Workwear · Angers

2015 - 2016

Cofounder

- Launched a workwear e-commerce company.

Pixowl · San Francisco

2012 - 2014

Mobile Game Developer

- Built a cross-platform game engine with tilt-based gameplay and IAP.
- Shipped two games: Grub and Greedy Grub.