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# FRANÇOIS BRAUD

Full stack developer

Currently living in Ile-de-France, France,  
open to opportunities all over the world

[phrounz@gmail.com](mailto:phrounz@gmail.com)

<http://www.francois-braud.com>

## EXPERIENCE

### Since October 2015

Back in the Institut National de l'Audiovisuel, at the same office (see below).

### Mid-february until end of September, 2015

Sabbatic vacation, used to travel more, and create video games on my own, among which Asteroids Minesweeper.

### December 2007 until mid-February 2015

Working as a Research and Development Engineer on the Signature technology at the Institut National de l'Audiovisuel, Bry-Sur-Marne, France. As first for a fixed term contract of 18 months, and then continued as a permanent contract.

*This is a work on an innovative technology of fingerprint-based comparison videos, which is used among other things for detection of copyright infringement on television broadcast and Internet (user-generated content websites). The development contains C, C++, Perl, LAMP on Linux, and some other technologies.*

### September to December, 2007

Creation from scratch of an indie video game, Tanea's World (Which was then used as a foundation for an engine that I thereafter greatly enhanced on my leisure time).

### April to September, 2007

Training period (end of the third IMAC year) for five months as an Engine Developer in the company Eugen Systems.

*This was a development work on the next-gen real-time strategy video game R.U.S.E., using mainly C++ language (with Visual Studio) in order to improve the 3D game engine with efficient algorithms.*

### May to August, 2006

Training period (end of the second IMAC year) during three months in the company zSlide as a developer on a mail software using a peer-to-peer technology, using mainly Python language.

## EDUCATION

### 2004 to 2007 – Engineer school

Engineer school Image Multimédia Audiovisuel et Communication (IMAC) in the university of Marne-La-Vallée, France.

*The IMAC school is an multidisciplinary Engineer school focusing on learning the core skills in multimedia and information technology: audiovisual, broadcasting, web, communication, and an important part of software programming.*

### 2002 to 2004 – French DEUG

Faculty of Mathematics, Computer Science Applied to Science (MIAS), with IT specialization, at the University Bordeaux 1 Science and Technology. General Academic Studies Degree (DEUG) obtained in June 2004 with honors.

### June 2002 – French Baccalauréat

Baccalauréat S (Scientific), mathematics field, obtained in Bordeaux, with honors.

## LANGUAGES

### French – native

**English – fluent/professional level**  
(TOEIC achieved in year 2007 with 840/990 points). Skills improved later with enterprises lessons, daily work as a developer, travelling, and personal practice.

### Spanish – scholar level

**Polish – “forgotten” knowledge**  
I lived in Poland several years when I was young.

### Japanese, Chinese – basic notions

## SKILLS

### **Conceive functional servers and network environments**

- Advanced knowledge of Linux internals: daemons, crons, basic network and apache configuration
- Linux LAMP administration and software: MySql, Samba, Apache, Proftpd, ...
- Console and advanced Bash scripting
- Knowledge of AWS (Amazon Web Service)

### **Create data models**

- Mysql modeling

### **Develop softwares**

- Conceive an API (for example in REST) or apply a MVC paradigm, including implementing business logic
- Advanced knowledge of C, C++ and object-oriented programming
- Advanced knowledge of Perl language
- Knowledge of high-level scripting languages: Lua, PHP, ...
- Knowledge of multiple frameworks and environments:
  - Knowledge of multiple frameworks: STL, POSIX, pthreads, system programming, ...
  - Knowledge of different development environments: Microsoft Visual Studio from 2005 to 12, Eclipse, Cygwin, ...
  - Knowledge of low-level graphics frameworks: OpenGL, DirectX, ffmpeg, ...
- Video game engine programming
- Understanding of minimalism in computing

### **Develop user interfaces and create good user experiences**

- High-level graphics frameworks: Irrlicht, glu, glut, SDL, ...
- UI frameworks like wxWidgets, QT, ...
- Web development, using:
  - HTML
  - CSS
  - Javascript (including Ajax)
  - PHP
  - JSP/Servlets
- Knowledge of graphic tools:
  - Photoshop
  - Basic knowledge of 3D modeling with 3dsMax
  - Use of a graphic tablet
- Video games creation with C/C++ or using a game engine (The Games Factory, DIV Games Studio, Jamagic, Unity 5, ...)
- Understanding of minimalism in terms of design

### **Understand customer and business needs**

- Interest in technology in general and its applications
- Interest in video games or imaging-related technologies
- Basic marketing using Twitter, Facebook, and other relevant platforms

### **Other**

- Ability to write a clear functional specification documentation or a user documentation in English language.
- Knowledge of Open Office.
- Manipulations of bug-tracking, versioning, and extreme programming methodology tools, (Trac, SVN, ...)
- Basic audiovisual skills (video production and montage)