

# François Braud

Senior software engineer with 13 years of IT experience, open to opportunities all over the world.

## PROFESSIONAL EXPERIENCE

### *Research and Development Engineer* **INA - Institut National de l'Audiovisuel** (*French National Audiovisual Institute*)

BRY-SUR-MARNE (ÎLE DE FRANCE - FRANCE) – FROM 2007 TO PRESENT

Key work in the *INA Signature* team on the specification and coding of several SaaS and many tools used by multiple external companies and internal INA services to benefit from the state-of-the-art INA “fingerprinting” video comparison technology. This technology is used among other things for detection of copyright infringement on TV broadcasts and the Internet. Mostly back-end development, with Golang, Perl, C++, SQL, AWS, LAMP and many others. (Fixed term contract continued as a permanent contract.)

### *Engine developer – traineeship* **Eugen Systems** (*video game development company*)

PARIS (ÎLE DE FRANCE - FRANCE) – 2007

Low-level engine C++ development on the strategy video game R.U.S.E, to enhance the performance of texture compression algorithms.

### *Software developer – traineeship* **ZSlide** (*now Ooblada*) (*digital media company*)

MONTREUIL (ÎLE DE FRANCE - FRANCE) – 2006

Python development on *zSlideMail*, an e-mail software using a peer-to-peer technology.

## CONTACT

contact@francois-braud.com

Phone: +33 6 37 33 13 34

Now in: Île-de-France, France

## EDUCATION

2004 to 2007 –  
Image Multimédia  
Audiovisuel et  
Communication (IMAC)  
Engineer school  
Multidisciplinary (multimedia  
and information technology)  
school.

2002 to 2004 – French DEUG  
Computer Science Applied to  
Science, with IT  
specialization, obtained at  
*Bordeaux 1* with honors.

2002 – French Baccalauréat S  
(Scientific), obtained with  
honors.

## MISCELLANEOUS

Driving license (France –  
permis de conduire B)

## SKILLS

### Main languages: Golang, Perl, C/C++, PHP

Object-oriented or type-oriented programming; algorithmics; Software design patterns (e.g. MVC paradigm, Singleton, ...)

### Back-end development skills

- Microservices, daemons and crons, and related Linux internals (e.g. logrotate, crontab, etc)
- Conceiving an API (for example in REST)
- Amazon Web Service (AWS): EC2, RDS, SQS, S3, Lambda, ElasticSearch, IAM, ...
- Linux LAMP basic administration and software: SQL modeling, Samba, Apache, Proftpd, ...
- MapReduce programming model - solving scaling issues - memory, CPU, database, and disk optimizations
- Console and Perl/Bash/Python scripting

### Front-end development skills

- Web development using PHP, basic knowledge of HTML, CSS, Javascript (Ajax), and started working with Angular recently
- Video game or user interface with low-level libraries e.g. C++/OpenGL/DirectX/QT/... or using a game engine (e.g. Unity 5)
- Basic knowledge of graphic tools: Photoshop, MagicaVoxel, use of a graphic tablet, ...

### Prospective and documentation

- Data-engineering (analysis, graphics, statistics, reports from data)
- Writing a clear functional specification documentation or a user documentation in English or French language (using tools like Open Office, or using programmatically generated AsciiDoc)

### Team work

- Software development practices: Agile, Scrum, DevOps.
- Development/versioning/deployment tools: Git, Docker, Trac, Tuleap, ... (formerly: SVN, ...)

## LANGUAGES

French – native

English – fluent/professional  
TOEIC achieved in 2007, with 840/990 points. Skills greatly improved later with company training, daily work as a developer, travelling, and personal practice.

Spanish, Polish, Japanese – limited skills

## PERSONAL PROJECTS PERIODS

### *Sabbatical leave*

2015

In addition to travelling more, I mostly used this sabbatical to create video games on my own, among which *Asteroids Minesweeper*, commercialized and released on the Steam digital platform.

### *Personal projects after graduating*

2007

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