

Last update: November 8, 2016

FRANÇOIS BRAUD

Full stack developer

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

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)