

Legends on Android, iOS and Facebook canvas.

2011 – 2012 R&D Engineer Arkoon – Lyon, FRANCE

R&D developer on StormShield, an advanced security software for Windows able to protect against a broad range of 0day attacks.

Relocation of R&D activity from Paris to Lyon, setup of development, build and test tools.
Malware and vulnerability analysis. Windows driver development, including firewall, HIPS (Host-based intrusion prevention system) and device control systems for x86 & x64 platforms.

2006 – 2011 Lead Developer zSlide – Montreuil, FRANCE

Lead developer on « [Treasure Madness](#) » :a social application counting 10M users.

Design and implementation of a scalable architecture using MySQL sharding and replication. Worked on core library, MVC model and overall optimization: service now supports 2K HTTP queries/sec, 6K SQL queries/sec, <50ms page generation time.
Deployment and monitoring of the application on 11 servers (4DB, 7 Lighttpd/PHP).

Lead developer on VIPeers.com, a cloud web service to share files over HTTP & BitTorrent

Development of desktop & browser client applications.
Design, administration and maintenance of scalable load balanced server cluster to store & distribute big files.

Lead developer on [www.pictogame.com](#), a Flash game creator website with 1.5M page view a month.

Development of backend framework and application.
Management of 3 developers.

Graphic and network developer on « HotPixel » video game for Sony PSP.

In charge of 2 players realtime ad-hoc network module.
Optimization of embeded Python interpreter: virtual filesystem and memory pooling.

Education

2004 – 2006 Master Ingénierie Informatique IUP – Vannes, France
Equivalent of Master degree of Science

System & network administration
Software design & programming

Extra projects

2004 – 2006 Coud12 Personal project

3D first person shooter video game prototype using md2 models and bsp maps.
Developed in C++ using OpenGL, DirectInput and DirectSound APIs.

2009 – 2012 Yasp Personal project

3D multiplayer top-down arcade game on PC and Nintendo DS (homebrew).
Developed in C++ using SDL, OpenGL and libnds.