Alexandre Leroy

106 rue Raymond Ridel 92250 La Garenne Colombes FRANCE Phone: +33 686 483 919 @mail: alexandre.leroy@rooot.net

Knowledge & Skills

Programming languages	C++, Golang, Python, Nodejs, SQL, C#, Java, Bash
Methods	Scrum, Extreme Programming, TDD, design patterns
Cloud services	AWS (S3, EC2, ECS, VPC, RDS, Lambda, Kinesis,), Terraform
Network	IPv4, Ethernet, Firewalling, Routing, NAT, VPN, QoS
Servers	HaProxy, Lighttpd, Apache, IIS, MySQL, Redis, ElasticSearch, Prometheus, Grafana, Zabbix, Cacti, Nagios, Git, SVN

Work Experience

2021 – current Online Architect

Responsible for design and implementation of online infrastructure for an upcoming AAA title.

2017 – 2021 VP of Engineering

Responsible for design and implementation of online infrastructure for Keymantics.

Organization and participation in engineering activities: core platform development, infrastructure reliability, quality of service, technical operations.

Direct management of development team with a focus on mentoring and scaling to enable fast growth and personal development.

Development of a culture of engineering excellence and technology leadership, enabling the team to delivery with high quality, velocity and predictibility.

Recruitment of new team members and management of team performance.

Development and management of product-oriented technical roadmap and infrastructure hosting budget, enabling business growth (from 0 to 5M€ during first year of exploitation).

Architecture of an high-availability real time bidding stack on AWS (60K QPS, 10ms response time). Setup and management of automated monitoring for micro-service architecture.

Creation of event tracking systems and log processing pipelines (max 100K logs / second).

2012 – 2017 Head of Technology

Responsible for local and online infrastructure for Kobojo games (60M+ installs).

Creation, direct management & training of DevOps team.

Technical management of lead developers and data analysts.

Architecture of an high-scalability and cost efficient hybrid cloud infrastructure, dividing costs by 2 in one year.

Automation and industrialization of build and deployment for all games and services.

Maintenance of an highly scalable tracking system (100M records/day) and reliable Business Intelligence system.

Software development with strong knowledge on software design, low level debugging and net code. Architecture and implementation of game features including multiplayer, matchmaking, anti-cheat... Successful launch of titles Mutants: Genetic Gladiators, Zodiac: Orcanon Odyssey and Primal

Kobojo – Paris, FRANCE

upcoming AAA title.

Ubisoft – Montreuil, FRANCE

Senior tech lead with experience in games, web & network.

Design and operation of large scale cloud hosted systems.

Support all SDLC, from design to deployment, monitoring & support.

Keymantics – Paris, FRANCE

Legends on Android, iOS and Facebook canvas.

2011 – 2012 R&D Engineer

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 (Hostbased intrusion prevention system) and device control systems for x86 & x64 platforms.

2006 – 2011 Lead Developer

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 Equivalent of Master degree of Science

System & network administration Software design & programming

Extra projects

2004 – 2006 Coud12

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

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

Arkoon – Lyon, FRANCE

zSlide – Montreuil, FRANCE

IUP - Vannes, France

Personal project

Personal project