

# Alexandre Leroy

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FRANCE  
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Senior lead developer with experience in games, web & network.  
Support all SDLC, from design to deployment, monitoring & support.  
Design of large scale hosting systems, system & database administrator.

## Knowledge & Skills

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Programming languages	C++, C#, Python, PHP5, SQL, Java, Bash API: OpenGL, wxPython, GTK, QT, Win32, MFC, Facebook
Methods	Scrum, Extreme Programming, TDD, design patterns
Operating Systems	Linux Debian, Windows (XP, 7, 10) & Windows Server (2008-2012)
Cloud services	AWS (S3, EC2, VPC, RDS)
Network	IPv4, Ethernet, Firewalling, Routing, NAT, VPN, QoS
Servers	Apache, Lighttpd, IIS, HaProxy, MySQL, Redis, Memcached, SVN, Cacti, Nagios, Zabbix, Grafana

## Work Experience

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2012 – 2017      **Head of Technology**      **Kobojo – Paris, FRANCE**

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 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).

