

Thibaud B.

Senior Software Engineer

With 13 years of experience

WORK EXPERIENCE

Stillwoods Games — Senior Programmer Freelance

October 2023 - Now

RageToTheTop - Online multiplayer PVP racing platformer made in Unreal Engine
BloodLoop - Online multiplayer Hero Shooter made in Unreal Engine

- Develop gameplay features in C++ and Blueprints
- Build and deploy backend services like matchmaking and data tracking
- Architect the different live environments and build the CI/CD pipeline
- Optimize existing networking calls to reduce in-game latency

Ubisoft, Paris — Senior Online Programmer

July 2023 - October 2023

Build, deploy, and maintain backend services and infrastructure for two upcoming multiplayer PC games.

- Developed the leaderboard and the matchmaking services
- Build the autoscaler for match servers
- Deployed the live infrastructure

Dataiku, Remote — Engineering Manager SRE

April 2020 - July 2023

Build, deploy, and operate the first SaaS offering of Dataiku, now hosting more than 1000 data science studios around the globe.

- Build a resilient infrastructure on AWS with multiple Kubernetes clusters in production
- Create processes and tools to improve platform reliability without compromising team velocity
- Recruit and manage a growing team of Site Reliability Engineers
- Provide system design expertise to all the teams involved in the project
- Prepare the team and the platform for certification like SoC2 and ISO27001

Spoon, Paris — Unity Developer

February 2018 - March 2020

Build software embedded in an interactive robot

- Simulate the world as seen by the Robot in Unity, including 3D representations of detected people, objects, and sounds
- Build C++ drivers for the robot arms and capture devices
- Build a multiplayer VR simulation in Unity to experience our different robots
- Build a cloud infrastructure from scratch to monitor robots, gather analytics, and enable them to share knowledge sharing



Contact Information

<https://portfolio.thibaud.io/#contact>
[linkedin.com/in/thibaudio](https://www.linkedin.com/in/thibaudio)

SKILLS

Games and backend development
Cloud infrastructure
C++, C#, Rust, python, java
Kubernetes, AWS, Azure, GCP
Unreal Engine, Unity

LANGUAGES

French - Native Speaker
English - Proficient

EDUCATION

Master in Engineering

ISEN, Brest

September 2004 - September 2010

WORK EXPERIENCE - Continue

atawe, Paris — Founder

April 2016 - February 2018

We built and released software for our customers, including 3 games for the Museum of Besançon.

Quod Financial, London Principal System Engineer

July 2014 - March 2016

Amaris, Brussels Business Engineer

July 2013 - June 2014

Quod Financial, Paris Quality Assurance Engineer

October 2010 - July 2012