



Cédric Famin

Devops Engineer

<https://pamulator.github.io/>

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Programmer by passion, I specialize in the world of data.

Programming

C / C++ / Python / Lua
SQL

Softwares

Git / Perforce / Unity
Visual studio / DBeaver

Domains

| | | |
|--------|-------------------|--------|
| Devops | Airflow | Gitlab |
| Cloud | | AWS |
| Data | ETL, SQL, Cloud | |
| QAE | Automated testing | |
| Tool | | viz |

Languages

| | |
|---------|-----------------|
| French | Native language |
| English | Professional |

Hobbies

Reading (science fiction)
Astronomy
Video games
Programming
Playing the piano

Experiences

2019 - 2023 **Senior Quality Assurance Engineer** (Ubisoft)

- Definition of automated testing strategy
- Creation/Implementation of tests
- Interpretation of results
- Report creation
- Test infrastructure management

2016 - 2019 **Senior Data Engineer** (Ubisoft)

- Management of mobile games data worldwide
- Construction of a generic data pipeline
- Architect of a Python-based ETL
- Optimization of AWS infrastructure costs
- Assistance in SQL query optimization
- Sharing best practices

2015 - 2016 **Développeur moteur** (Ubisoft)

- Custom build system based on Premake
- Modification of a Lua VM to add a memory profiler

2012 - 2015 **Développeur Gameplay** (Eugen Systems)

- Refactoring of the unit selection system
- Creation of a navmesh
- Implementation of various game rules

2009 - 2010 **Développeur Web et Outils** (Games-Fed)

- Backend for the French Forza 3 championship
- Appointment scheduling tools
- IT Manager for the video game festival

Formations

2008 - 2013 **Master of Information Technology** (Epitech)

2008 - 2008 **Baccalaureate in Science** (Provins)