

Etienne LORTHOY
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Technical Skills

Programming/Scripting Languages

C#, XAML, .NET, Powershell/Bash, Javascript

Platforms

Kubernetes, Azure, Windows Servers

Solutions and IDE

Git, Visual Studio, Code, Azure DevOps, MSBuild, Jenkins

Frameworks

.NET family, React, Reactive Extensions, WinRT

Methodology and Pattern

Agile / SCRUM, SOLID, DDD, MicroService

Languages

English - Professional and technical

French - Native language

Professional Projects

Development of high profile applications:



Officevibe - Azure

Orchestra Commerce - Azure



Yelp - Windows Phone

TuneWiki - Windows Phone



PhotoBucket - W8, Desktop

Box - Windows 8



Path - W8

Microsoft Internal News - W8



Tou.tv - Xbox 360

Têtes à Claques - Windows 8



TabTimes - Windows 8

Flip Boom Draw/Lite - W8



GuideTi Mobile Cogep - W8

SunMedia (13 apps) - W8



Foursquare - Windows Phone

eHow - Windows Phone



and more like Animation-Ish, TuneIn, SmartUse.

Employments

GSOFT, Montréal, Canada - Full Stack Developer and Performance

May 2016 to April 2021: I worked on the Officevibe product as a technological PO, improving our development, delivery, and site reliability processes (through infrastructure, code, performance measurement, and incident handling). I asked myself how to benefit from the microservice philosophy using tools like DDD, Kubernetes, .net core, and Azure DevOps while being compatible with our Officevibe legacy code, 7 years old at the time. When I left GSOFT, 45% of the 100+ deployments/week were done on microservices. This recommendation from LinkedIn suggests my proudest work there:

I had the chance to work with Étienne over the past five years in the Officevibe engineering team at GSoft. Solution-driven and always eager to learn and improve, Étienne embodies a true growth mindset. He knows when to put the team's interests above his, which makes him a stellar teammate. Over the past year, Étienne skillfully planned and led our architecture shift from a monolith to microservices. Even though this shift is still in progress, I can say with confidence that, thanks to him, we now have everything in place to successfully see it through to completion. Given the opportunity, I would without hesitation work again with him.

GSoft

Employments part 2

Orchestra Inc, Montréal, Canada - DevOps and Software Performance specialist

July 2014 to May 2016: I worked on the Orchestra Commerce Cloud (OCC) solution, the Orchestra's product. I was in charge of ensuring OCC meets our performance targets, validating large Azure cloud infrastructures used to run OCC, and finally improving the work environment of developers by using different organizational processes. Including automatic build process for code and test analysis to control code, using automatic deployment process for build artifacts, test complex deployment logic, providing good work ethics, keeping a positive attitude, and, above all, having fun at work.



RunAtServer, Montréal, Canada - Developer and Architect

April 2011 to December 2013: XAML, C#, Windows 8 / Windows Phone / Xbox 360. Starting as a developer, then consultant, and finally software architect. I was working on multiple applications and a common framework named Indeed.



Altima, Roubaix, France

July to October 2010: C# \ Silverlight \ WCF \ Commerce Server (CS) \ Api CS. Working on a middle office to use more efficiently and easily Commerce Server.



3DDuo, Lille Wazemmes, France

July 2009 to June 2010: VRML, Javascript, DarkStar/RedDwarf, AJAX, PHP, JAVA, MySQL, Apache, Berkeley DB. Working on the video game Leelh and all tools around it.



Opendisc, La Madeleine, France

July to October 2008: HTML, SQLServer, ASP, ASP.NET, C#, Flash. Working on middle office and back office.



CMN, Cherbourg, France

July to October 2007: HTML, PHP, MySQL. Working on a custom CMS, system administration, and support.



Réseaux et Services, Limoges, France

July to August 2006: working on public network infrastructure, installation and support.

Education

International Master of Science (MSc) 2006 - 2011

ESI – SUPINFO Computer Science, France then Canada



Personal

I love playing around new tech

I worked with XNA, Irrlicht, SDL, Unreal Engine, UDK, Brume, Reddwarf/DarkStar, and VRML.

I did a few personal projects. M100-1, a strategy game in HTML/PHP/MySQL. Towers Grid War, a 2D tower defense in XNA/C# for Xbox. NetStorm, a 3D tower defense in C# with Brume engine. IXFramework, a homemade framework for XNA and game development. Kinect world, a small world of cubes using Kinect's features.

Participated to the Imagine Cup 2009 within the artificial intelligence category (Robot Sumo et Mars Rover).

I assembled a programmable 8-bit computer (Ben Eater's design).

I gave a talk about Kinect and its possibilities at MSDEVMTL - 2012.

I taught .net courses at Supinfo - 2010.

I read quite a lot of non-fiction books, mainly business, biographies, self-development, and technologies.