# Julien Masson

🛈 27 August 1990

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## Education

**Engineering School**

ESEO - Electronics/Informatics

📅 Sept 2008 – June 2014

📍 Angers, France

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**MSc Robotics**

University of Plymouth

📅 Sept 2012 – Sept 2013

📍 Plymouth, England

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**A Level of Sciences**

Sacre Coeur

📅 Sept 2005 – June 208

📍 Angers, France

## Languages

| | |
|---|---|
| French | Native |
| English | Full professional |
| German | Elementary |

## Personnality

Friendly   Open-Minded   Hard-Worker   Autonomous   Curious   Creative

## Programming

| | |
|---|---|
| C | ●●●●●●●○ |
| Lisp | ●●●●●●●○ |
| Git | ●●●●●●●○ |
| Python | ●●●●●○○ |
| Bash | ●●●●○○○ |
| C++ | ●●●●○○○ |
| Perl | ●●●●○○○ |

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# Embedded System Engineer

## EXPERIENCE

### Linux Developer — Facebook

📅 February 2018 – Ongoing          📍 Silicon Valley, United States

I recently joined the Oculus Team at Facebook as linux developer. I worked on stand-alone VR Headset named "Oculus Go" and more particulary on the bootloader part of the Oculus products.

- Skills involved:
  - ➜ Understand bootloader architecture
  - ➜ Collaborate with the team
  - ➜ Develop features and fix bugs
  - ➜ Write unit tests
  - ➜ Suggest improvements

| Project environment: | Software tools: | Technical skills: |
|---|---|---|
| ✔ Phabricator | ✔ Emacs | ✔ Low-level programming |
| ✔ Facebook Intern Utils | ✔ Python tools: | ✔ Security Architecture |
| ✔ Android | flake8, pylint ... | ✔ Unit tests |

Programming languagues used:

C   Bash   Python   Lisp

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### Linux Developer — Intel

📅 April 2017 – January 2018          📍 Silicon Valley, United States

📅 August 2014 – April 2017          📍 Toulouse, France

I have been working during 4 years at Intel on android platform, collaborating with people in USA, India, China and Europe. I worked mainly on smart watches like Fossil Q Founder and Tag Heuer Connected but also on Google Smart TV, Intel's phone ...

- Technical specialist of these subjects in the team:
  - ➜ Power up/down process
  - ➜ Provisioning and systems update
  - ➜ Flashing and boot process

- Developer/Maintainer of this software components:
  - ➜ Bootloader and some Intel firmware
  - ➜ Recovery OS, Provisioning OS, Manufacturing OS (Android linux)

- Support for manufacturing in Malaysia (2 bring-up of one month)

| Project environment: | Software tools: | Technical skills: |
|---|---|---|
| ✔ Confluence | ✔ Emacs | ✔ Low-level programming |
| ✔ Jira | ✔ Lauterbach | ✔ Kernel and system programming |
| ✔ Jenkins | ✔ GDB | ✔ Compilation |
| ✔ Gerrit | ✔ Strace, Ftrace | ✔ Debugging and tracing |
| ✔ TeamForge | ✔ Valgrind | ✔ Automation scripts |
| ✔ Android | ✔ DebugFs | |

Programming languagues used:

C   C++   Bash   Python   Lisp   Perl   asm x86

### End of studies Internship · OpenWide

📅 March 2014 – August 2014          📍 Toulouse, France

My subject was to develop a system for home automation based on the 6LoWPAN network.
Firstly I did state of the art of this technology, build a prototype and develop all software.
Finally all my work was integrated in advanced home automation system called Calaos.

Project environment:          Software tools:          Technical skills:
✔ Yocto                        ✔ Emacs                  ✔ Microcontroller programming
✔ Contiki OS                   ✔ Wireshark              ✔ System programming
✔ Github                       ✔ GDB                    ✔ Cross-compilation
✔ EFL                                                    ✔ Network

Programming languagues used:
[ C ]  [ C++ ]  [ Bash ]  [ Lisp ]

# PERSONAL PROJECTS

### • Windows Manager for Linux

This windows manager is a minimalist floating/tiling WM, written over the XCB library and was initially based on 2bwm.

I decided to write my own windows manager for several reasons:

➜ Control the behavior of my windows on linux

➜ Improve my linux programming with the language C

➜ Try to use this project as a source code base

**GitHub**

My project is Public and available on github:
https://github.com/JulienMasson/jwm

Project environment:    Library:    Software tools:          Technical skills:
✔ Github                ✔ XCB       ✔ Emacs                  ✔ Middleware programming
✔ Travis                ✔ Cairo     ✔ GDB                    ✔ Graphics Architecture
                        ✔ Pango     ✔ Coding style tools     ✔ Documentation

Programming languagues used:
[ C ]  [ Bash ]  [ Lisp ]

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### • Emacs environment

Emacs is one of the tools that I used the most. I regularly develop/hack emacs modules, It allows me to be fast and efficient at work.

As a software developer I use Emacs for:

➜ Source code: browsing, indexing, completion, compilation ...

➜ Front-end tools: ssh, gdb, git, grep ...

➜ Extra: instant messaging, mail reader/sender ...

Emacs lisp projects forked:
https://github.com/JulienMasson?tab=repositories&language=emacs+lisp

# MISCELLANEOUS

🚲 Cycling                              ⊕ Basket-Ball
    ➜ Everyday to go to work              ➜ Guard player for 10 years
                                          ➜ Official referee for 3 years
👤 Traveling
    ➜ Europe: Germany, Spain, England ...  🐧 Linux
    ➜ Asia: Japan, Malaysia, Thailand ...    ➜ Read several documentation
    ➜ United States: California, Nevada, New York ...  ➜ Follow news (reddit)