

Julien Masson

 27 August 1990

 San Francisco, United States

 (650) 448-8570

 julien_masson_49

 massonju.eseo@gmail.com

Education

Engineering School


ESEO - Electronics/Informatics


 Sept 2008 – June 2014

 Angers, France

MSc Robotics

Univeristy of Plymouth

 Sept 2012 – Sept 2013

 Plymouth, England

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




Embedded System Engineer

EXPERIENCE

Linux Developer

 February 2018 – Ongoing

 Silicon Valley, United States

Facebook

I recently joined the Oculus Team at Facebook as linux developer. I worked on stand-alone VR Headset named as "Oculus Go" and more particularly 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:

✓ Phabricator

✓ Facebook Intern Utils

✓ Android

Software tools:

✓ Emacs

✓ Python tools: flake8, pylint ...

Technical skills:

✓ Low-level programming

✓ Security Architecture

✓ Unit tests

Programming languages used:


C


Bash

Python


Lisp


Linux Developer

 April 2017 – January 2018

 Silicon Valley, United States

Intel

 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:

✓ Confluence

✓ Jira

✓ Jenkins

✓ Gerrit

✓ TeamForge

✓ Android

Software tools:

✓ Emacs

✓ Lauterbach

✓ GDB

✓ Strace, Ftrace

✓ Valgrind

✓ DebugFs

Technical skills:

✓ Low-level programming

✓ Kernel and system programming

✓ Compilation

✓ Debugging and tracing

✓ Automation scripts

Programming languages used:

C

C++

Bash

Python

Lisp

Perl

asm x86

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 languages used:

C C++ Bash Lisp

PERSONAL PROJECTS

• Write 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:

- ➔ Have the control of my windows on linux
- ➔ Write source code in C which cover different area
- ➔ Try to use this project as a good source code base

GitHub

My project is Public and available on github:

<https://github.com/JulienMasson/jwm>

Library:	Software tools:	Technical skills:
✓ XCB	✓ Emacs	✓ Middleware programming
✓ Cairo	✓ GDB	✓ Graphics Architecture
✓ Pango	✓ Coding style tools	✓ Documentation

Programming languages used:

C Bash Lisp

• Hack Emacs module

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: 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

- ➔ Everyday to go to work

👤 Traveling

- ➔ Europe: Germany, Spain, England ...
- ➔ Asia: Japan, Malaysia, Thailand ...
- ➔ United States: California, Nevada, New York ...

🏀 Basket-Ball

- ➔ Guard player for 10 years
- ➔ Official referee for 3 years

🐧 Linux

- ➔ Read several documentation
- ➔ Follow news (reddit)