Olivier Blanvillain

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EDUCATION 2015: EPFL Master's degree in Computer Science, GPA: 5.26/6

2012: EPFL Bachelor's degree in Computer Science, GPA: 5.47/6

2009: EPFL preparatory year (CMS), GPA: 5.31/6

2008: French Baccalaureate

EXPERIENCE 2015: MFG Labs, June 2015 - present: Software Engineer

• Working on an AdTech product, leading a team of 6 software engineers

· Scala, Play, Slick, Spark, PostgreSQL, Akka Streams, Elasticsearch, AWS

2013: CERN (IT-CIS-DLS), six-month: Software Engineer Intern

• Designed and implemented the BlogForever Crawler in Python

• Published a research paper on the content extraction algorithm

PROJECTS 2016: OSS contribution: Frameless

• Type-safe wrapper around Spark APIs

2015: OSS contribution: Play Validation

· Removed dependency on Play, replacing it with Cats

• Replaced macro by automatic type class derivation with Shapeless

2015: EPFL (LAMP), master project: Scala.js networking made easy

• Designed a networking library for type-safe, cross-platform communication

• Built a multiplayer game with predictive latency compensation as illustration

2014: EPFL (LARA), semester project: SlickChair conference management system

• Integrated Google, Facebook and email authentication for Play

• Developed a generic append-only data store layer on top of Slick

2014: Library for functional programming in Unix Shell

2012: Minimalist content management system using Google Docs

2011: Parallelization of a collaborative filtering algorithm with Menthor

2010: Java bot for a flash puzzle game

All projects above are available open source at https://github.com/olivierblanvillain/

LANGUAGES Expert: Scala, Java, Python, Shell

Intermediate: C, C#, PHP, SQL, Haskell Beginner: JavaScript, R, Perl, VHDL, Clojure

PERSONAL Born on July 9, 1990 in Geneva, dual citizenship French-Swiss

Languages: French (mother tongue), English (C1/C2), Spanish (B2)

Hobbies: Music (piano, drums and lots of listening), video & board games, unicycle