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

2016: EPFL, PhD Program in Computer Science, EDIC Fellowship

2015: MFG Labs, 14 month: Software Engineer
- Working on an AdTech product, leading a team of 6 software engineers
- Scala, Play, PostgreSQL, Slick, Spark, Akka Streams, Elasticsearch, AWS

2013: CERN (IT-CIS-DLS), 6 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: Unified Validation Library
- 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/

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