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: FramelessType-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