Jonathan **Muller**

VICE PRESIDENT OF ENGINEERING

📱 | ✉ | 🏠 jonathan.pukogames.com | 🐙 pukoren | 📄 jonathan-muller | 💼 jonathanmuller0

Professional

Dial Once
Paris, France

VICE PRESIDENT OF ENGINEERING
Oct. 2014, Today

- Engineering team management and planning
- Ship on time features with highest technical quality
- Ensure our uptime, latency and woldwide availability requirements
- Define coding guidelines and development workflows, ensure code quality
- Deploy a scalable and modular production environment, using a coherent Microservice architecture

Chronoresto
Saint-Ouen, France

FULL STACK ENGINEER
Jun. 2013 - Sep. 2013

- Tech lead on new partnership development with Yelp
- Maintain and improve the current website made with ASP.NET MVC and Orchard
- Add new features to our order managment system where orders are sent live, ASP.NET MVC

Sien (Adaptive Bee)
Paris, France

SOFTWARE ENGINEER
Jul. 2012 - May. 2013

- Steam-like software development based on Chromium
- R&D on a deskband Launcher for Windows 7, using C++
- R&D on a messaging system inside chrome extensions using websocket protocols
- New browser POC based on a Chromium fork (now UR browser)

Asset Technology
La Defense, France

SI MANAGER
Jul. 2011 - Jun. 2012

- ERP development (VB6 to C#.NET migration)
- Computer fleet management (orders, maintenance, inventory) and technical support
- Design, plan and develop and remote update software for the computer fleet

Mediaplazza (Digital Virgo)
Paris, France

WEB DEVELOPER
Jul. 2009 - Dec. 2010

- CMS development (fullstack) for mobile phones with low display capacities
- Development of B2B projects

Technologies

Languages and frameworks (currently skilled with)	JavaScript, PHP, C/C++, Java (Android), Docker | Node.js, CodeIgniter
Architecture and conception skills	Microservices, Image analysis, A.I, Generic/Predictive Algorithms
Cloud	AWS (S3, Beanstalk, EC2), Azure (Virtual Machines), Docker Cloud
Databases and Brokers	MongoDB, MySQL, Redis, RabbitMQ
Code quality and collaboration tools	Sonarqube, CircleCI, Codeship, Git & GitHub, irc, Slack
Not mastered (or forgotten skills)	Python, C#, Swift, OpenGL, Unity3D, Blender, SQL Server, Oracle

Education

ESGI(École Supérieure de Génie Informatique)
Paris, France

MASTER 3D AND VIDEO GAME INGINEERING
2009 - 2011

- Learning algorithms (genetic mutation) development
- Research and publication on loading times optimisations on slow mediums
- Serious game development about animal ill-treatments and the meat industry

ESGI(École Supérieure de Génie Informatique)
Paris, France

BACHELOR ENGINEERING OF CS AND INFORMATION TECHNOLOGIES
2011 - 2012

- Real-time game development on mobile platform with high technical challenges (PSP handheld, Dreamcast)
- Multiplatform development and C++ memory management research

ITIN(Institut des Techniques Informatiques Nixdorf)
Cergy, France

LICENSE ENGINEERING MANAGER APPLIED TO CS
2009 - 2011

- Project management, agile methods (PUMA, SCRUM)
- Conception and development techniques
- Network layers research and packet analysis

Misc

Pukogames (Independant Open Source video game development group)   *France*

ACTIVE MEMBER AND FOUNDER   *Sep. 2010 - Today*

- R&D on new web technologies and 3D tools
- Prototypes development over a wide range of devices (PSP, Dreamcast, Linux, Windows, Xbox360)
- A real passion for performances and cross-platform software

XK-Project (Non-official charity organization)   *International*

CO-FOUNDER   *2006 - 2010*

- Offered game servers, events and communication tools for free and without limitation for more than 2000 players

Realisations

Liquid Impulse   *Paris*

CONCEPTION AND DEVELOPMENT   *Mar. 2014*

- R&D on cross-compilation Unix > PSP
- Optimisation of memory consuption using C++ extensively

KFC (Kute Frightened Chicken) - Serious Game   *Paris*

CONCEPTION AND DEVELOPMENT (POC)   *2014*

- Research on serious game mechanism, and the impacts on the player

Speedrun   *Paris*

CONCEPTION AND DEVELOPMENT   *2013 - new version coming on Github*

- R&D on cryptography techniques and data integrity checks
- Differential computation system to ensure a similar game experience on various devices
- Physics engine integration and wiring with the 3D engine

Exploot   *Paris*

CONCEPTION AND DEVELOPMENT   *2013*

- R&D on UDP communication and transfert optimisation / tradeoff
- Research on prediction algorithm and temporal computation to compensate network latencies between players

Speedball   *Paris*

CONCEPTION AND DEVELOPMENT   *2012*

- R&D on indirect-control game mechanism

Publications

Game loading optimization techniques in Open World games   *Paris*

AUTEUR   *Mar. 2014*

- State of the art presentation for loading techniques on low performances mediums (optical disks mostly)
- Research on mechanism to reduce loading times
- Comparative charts and reports on compression formats, and storage allocation for medium space optimisation and read speed