

Antoine Albertelli

Software Engineer

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Swiss national

Employment history

- 2022–current **Software Engineer, Analytics, Google, Zürich**
Building large scale (X00 TB/day) OLAP pipelines for performance monitoring in Android Messages. Skills: BigQuery, Map Reduce, Data Processing, CI/CD.
- 2019–2022 **Software Engineer, Site Reliability Engineering, Google, Zürich**
SRE is what you get when you treat operations as if it's a software problem. Our mission is to protect, provide for, and progress the software and systems behind all of Google's public services. I was in a team working on mobile communication products (SMS & RCS), providing connectivity to several hundreds of millions of Android users. Skills: CI/CD, SRE, DevOps, Information Security, Systems Engineering.
- 2018–2019 **Software Engineer, Distran, Zürich**
Worked on high performance signal processing embedded systems. Bootstrapped Linux on custom PCB, including custom hardware inside an FPGA, with associated drivers. Optimised a C++ signal processing pipeline for a new hardware target (4x overall speedup). Advisor to the CTO on Platforms concerns (hardware, kernel, system design)
- 2015–2019 **Founder, Software Engineer, WISE Robotics, Lausanne**
We developed solutions for our customers in the embedded systems space (e.g. Internet of Things appliances). My main role was system design and software engineering, both on low power systems (micro-controllers) in C/C++ and desktop/servers applications in Python.

Education

- 2016–2018 **MSc in Microengineering, EPFL, Lausanne, GPA: 5.27 / 6**
Master thesis: *R3P2: A Replicated Request Response Pair Protocol* with Pr. E. Bugnion from the Data Center Systems Laboratory.
- 2010–2014 **BSc in Microengineering, EPFL, Lausanne, GPA: 4.70 / 6**

Languages

- French Native speaker
English Fluent
German Active knowledge (B2)

Skills

- Programming languages C, C++, Python, Go
- Software development Git, Bazel, Jenkins, DevOps methods
- Operations Linux, Docker, SaltStack, Google Cloud Platform, SRE

Work Interests

Software High reliability software, Continuous Delivery, Automation

Personal Activities

2021–Current **Tournament official at competitive gaming events**

Settled disputes between players and enforced the regulations of the game by disciplining players when appropriate. Worked as a team with other officials for larger events (100+ attendees). Gave trainings on situation handling for newer officials as well as continuing education of existing ones.

2007–Current **Roleplaying games**

I regularly play roleplaying games, both as a player and a game master. I organized public introduction workshops for newcomers.

2008–2022 **Robotics contest**

I took part in the Eurobot contest with my team and we were qualified to take part in the world finals in 2009, 2013 and 2014. We won the Swiss national Icontest and the technical award in 2014.