



Anthony Bara

Software Engineer

Profile

From Graftet on old programmable logic controller, to the famous french educational platform OpenClassRoom, to finally land at 42 school.

The path to becoming a developer was exciting and each new road I take now is even more so. Passionate about programming and curious to learn. My recent professional years have taught me that my main strength is my tenacity.

Contact

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Languages

English

French (native)

Interests

🎵 Guitar

🎮 Gaming

🖌️ 3D modelling, pixel art

🌲 Fishing

Experience

- **Software engineer**

P1 SECURITY, Paris. since January 2020

Within Network Intrusion Detection System development team, for Telecom signaling traffic. I had the opportunity to develop, maintain and test all the stakes of the software, or to resolve technical debt. Here is an non-exhaustive overview of the tasks i have made:

Backend : C, Lua, Python, Django, Bash

Rework and improvement of the asynchronous API REST client, keeping it highly configurable.

Improvement of the packet history system

Rewrite and improvement of the Elasticsearch cluster manager (Mappings, Templates, Lifecycles)

Added support for OpenIDConnect

Frontend : CSS, JS, Kibana

Integration of Kibana pages and views into the software's web interface.

Database : Redis, Elasticsearch

Production ready tool, to handle automatic database migration after Elasticsearch upgrade. (5.6 -> 7.10) Resolutions of data format changes, without losses (10 to 40 million documents).

Continuous integration : Jenkins

Devops on a Jenkins CI composed of a master node and five agents. Maintenance and development: test pipeline, unit tests, functional / end-to-end tests.

- **SDK software developer for a robot. C# - Unity**

BLUE FROG ROBOTICS, Paris. May 2019 – October 2019

New feature development for the robot, keeping in mind to supply good public interface for the SDK users.

Maintenance of the existing code base.

Code review and agile method.

- **Applications development for a robot. C# - Unity**

BLUE FROG ROBOTICS, Paris. September 2018 – March 2019

Application development for robot (Buddy), using internal SDK (C#/Unity). Maintenance and implementation of new feature to existing apps. Code review and agile method.

- **Embedded development and mechanic, electronic conception**

MAINBOT, Paris. November 2016 – April 2017

Winky robot first prototype development:

Mechanical conception for 3D printing, using Solidworks.

Printed circuit board conception using Kicad.

Development on Arduino and Raspberry Pi. (C/C++)

- **Industrial designer**

BOUBIELA MORET, Saint-Quentin. May 2013 – November 2015

Design of loading equipments according to specifications. Creation of 3D models and fabrication plans on Solidworks. Monitoring part manufacturing and machine assembly.



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Projects

- Tribute of Dofus
Multiplayer RPG written in Rust.
Status: In progress
Initiative: personal
- XV
Industrial tasks viewer/editor.
Status: Finished
Initiative: 42 school

Education

- Rust Learning**
Autodidact. Since February 2024
- Numeric architect diploma**
42 school. November 2015 – January 2020
Learning through projects implementation, peer code review, and reading documentations. Intensive C practice then object-oriented programming with C++ and C#. Some projects: (non-exhaustive list)
 - C projects* :
malloc, nm, otool, client-server ftp, Wolfenstein 3D basic
 - Nibbler* : (C++)
Dynamic graphic library switch at runtime around snake game
 - XV* : (C# - Unity)
Industrial tasks editor and viewer.
Element animations, timeline implementation to handle the whole tasks and animations, file manager to save the tasks simulation or to load an existing one, 3D object import at runtime.
- Bachelor of Science in informatic conception engineering**
September 2012 – May 2013
Mastery of CAD tools, mechanical engineering studies and industrial project management.
- BTEC Industrial Mecanic and Automation**
September 2010 – June 2012
Conception and maintenance of industrial machines and automated systems.

★ Skills

