# VINCENT BESANÇON

SYSTEM ENGINEER



# **Experience**

## **Faurecia**

Cloud & DevOps Architect since April 2016 System engineering for on-premise datacenters and public cloud (Infrastructure as Code).

### **Faurecia**

EIT/PLM Application Architect
November 2014 - March 2016
Responsible for engineering IT
applications deployment and their
lifecyle (PLM, CAD, PDM).

#### **Faurecia**

Datacenter Monitoring Expert
November 2006 - October 2014
Drive a DevOps team around system and
application monitoring.

#### **Faurecia**

Backup and Unix System Administrator
June 2005 - October 2006
Linux / AIX system administrator. Backup
/ Storage administrator (UNIXes).

#### **Faurecia**

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Helpdesk operator

## **Education**

**Training - Kubernetes** 

Training - Private Cloud, mise en oeuvre avec OpenStack

Training - Docker, créer et administrer vos conteneurs virtuels d'applications

Training - AngularJS, maîtriser le Framework JavaScript de Google

**Training - Python, programmation objet** 

**Training - Programmation en C#: Travaux pratiques** 

**Training - Programmation Java: Travaux pratiques** 

2y Technical IT

**Bachelor Degree** 

| Remote and on plant user support.  | Skills                                 |
|--|--|
|  | <b>¥</b> Linux                         |
| <b>Contact</b> <a href="mailto:besancon.vincent@gmail.com">besancon.vincent@gmail.com</a> <a href="mailto:separable">■</a>       | ▼ Docker                               |
| <u>besancon.vincent@gman.com</u>   | ▼ Python                               |
| Montbéliard <a href="https://github.com/bigbrozer">https://github.com/bigbrozer</a> <a href="https://github.com/bigbrozer"> </a> | ▼ Nagios                               |
|  | Kubernetes                             |
|  | ▼ Bash                                 |
|  | © Creative                             |
|  | (S) Innovative                         |
|  | <b>◄</b> » Teacher                     |
|  | HTML/CSS                               |
|  | JavaScript [ES6]                       |
|  | APIREST                                |
|  | Godot Engine                           |
|  | M SDL                                  |
|  | PyGame                                 |
|  | <b>♥</b> Golang                        |
|  | gfx                                    |
|  | Strong IT skills. Eaten by a Python ~. |

Strong IT skills. Eaten by a Python 4. Focus on containerized workloads using Docker/Kubernetes. Teach, learn, discuss with people to all grow up.