# 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**

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**

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

June 2004 - May 2005		Skills
Remote and on plant user support.	<b>▼</b> Linux	
besancon.vincent@gmail.com  Montbéliard  https://github.com/bigbrozer	<b>▼</b> Docker	
	<b>▼</b> Python	
	<b>▼</b> Nagios	
	<b>▼</b> Kubernetes	
	<b>y</b> Bash	
	© Creative	
	⑤ Innovative	
	<b>◄</b> » Teacher	
	HTML/CSS	
	JavaScript [ES6]	
	API REST	
	Godot Engine	
	<b>⇔</b> SDL	
	PyGame	
	<b>Golang</b>	
	€ 2D/3D gfx	