

CORENTIN JABOT

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I am a software developer with primary interests in Modern C++, language, API and library design.
I have worked on a variety of domains and platforms and designed several applications with large user bases.
I am also a member of the C++ Standardization Committee.

TECHNICAL SKILLS

- Modern C++
- Experience with Qt, boost, the clang front end, and other open-source projects.
- Some knowledge of Python, Javascript, QML, WebAssembly, other programming languages.
- Development of library code, server & desktop applications, system & desktop integration (win32, cocoa, Linux).
- API and network protocols design. Design of large systems, features and user experiences.
- Working on complex problems and architectures from the ground-up. Autonomous, experienced with remote working.
- Multi-platform build systems maintenance (notably CMake), CI, and deployment, installer frameworks.

EXPERIENCE

Mobsya/Freelance

Senior Software Developer

2017 - Current

France, Switzerland

- Software developer for Mobsya (Swiss non-profit) on the Thymio project - an educational robot for schools.
- Converted a set of research projects into a commercially viable offering.
- Designed an asio-based application serving as a gateway between the robots (esp32, pic24) and various applications
- Designed a multi-robots, multi clients architecture around zeroconf, flatbuffers. Maintained and improved Qt-based and JS-based applications and libraries.
- Implemented new features in the firmware. Ported the build infrastructure to several public CI platforms, notably azure pipeline.

Freelance

Senior Software Developer

Current

France

- Worked on "moolticute", a Qt-based desktop application to control a hardware-based password manager.

Ankama Studio

Senior Software Developer

April 2009 - December 2016

Roubaix - Bordeaux, France

- Main developer and maintainer of the updater solution used by Ankama to keep its games updated based on player feedback and internal team needs for over a million players on Windows/Mac/Linux.
- The system included a centralized version manager to handle thousands of game versions, create and deploy patches, a client application to update the game, and a custom made and fully integrated installer framework. All these tools used C++ and the Qt framework, along with various scripting languages.
- Managed the build systems, exploitation, support and some of the IT for these projects.

- Lectured college students on resources management in C++11 with the goal to give them an overview of C++11, and how to improve their code through the use of RAII and smart pointers.

Other works

- Member of the C++ Standardization Committee since 2018 including the Unicode, Tooling and Reflection subgroups, as well as the French National Body to the C++ Standardization Committee.
- Author of a few proposals for the C++ Standardization Committee.
- Occasional contributor to the Qt open-source framework and other open-source libraries.
- Occasional speaker at C++ conferences (notably CppCon in 2019)

EDUCATION

IUT Bordeaux 1

September 2006 - June 2008

Diplôme Universitaire de Technologie en Informatique (DUT). This 2-years technical degree in Computer Science covered a lot of topics and technologies.

INTERESTS

Beside programming, I enjoy hiking, cooking, movies. I also like to keep an eye on scientific discoveries, and I recently took on photography.

LANGUAGES

French and English.

LINKS

Github: <https://github.com/cor3ntin?tab=repositories&type=source>

LinkedIn: <https://www.linkedin.com/in/corentin-jabot-190b9749/>

Blog: <https://cor3ntin.dev>