# CYRILLE FAVREAU

# INDUSTRY SOLUTION ARCHITECT AND GPU EVANGELIST

## Revolutionizing Technology through Massively Parallel Architecture Solutions

- ✓ International technical architect and programming expert leveraging extensive Service Oriented Architecture (SOA) experience to integrate GPU-based solutions across diverse industries.
- ✓ Visionary thought leader, trusted advisor, and sought-after mentor with deep knowledge of systems engineering, software architectures, graphics technologies, and molecular dynamics.
- ✓ Continually striving for simplicity while demonstrating significant creativity and innovation.
- ✓ Fluent in English and French with intermediate proficiency in Spanish.

# **CUDA AND GPU EXPERTISE**

- Designed and implemented the interactive molecule visualizer in CUDA, gaining international attention (<a href="http://www.nvidia.com/content/cuda/spotlights/favreau-brothers.html">http://www.nvidia.com/content/cuda/spotlights/favreau-brothers.html</a>).
  - ✓ Launched a high-visibility website dedicated to molecular visualization (<a href="http://www.molecular-visualization.com">http://www.molecular-visualization.com</a>).
- Implemented the first-ever custom GPU-accelerated and interactive ray-tracing engine compatible with the Oculus Rift virtual reality device (http://www.sol-r.eu).
  - Featured in NVIDIA's CUDA Spotlight, Newsletter, Developer Zone, and Website for leveraging GPU computing with compelling results.
- ❖ Designed a GPU-accelerated bootstrapping function for Microsoft Excel, providing endusers a simplified and accurate solution for powerful calculations and statistical inferences that got the attention of Cold Spring Harbor Laboratory. Initiated a strategic relationship between CSHL and NVIDIA.
- ❖ Collaborated with the renowned GPU computing leader Rob Farber to deliver a presentation at a 2013 internal company technology seminar on how GPU technology is changing the world.
- Promoted GPU technology across the IT industry, creating and moderating a highly interactive LinkedIn group, Supercomputing for the Masses.
- Currently writing a 3D visualization plugin for Google SketchUp.

# **PROFESSIONAL EXPERIENCE**

**Lombard Odier,** 2004–Present Switzerland

Geneva,

#### VP—TECHNICAL ARCHITECT AND TEAM LEADER

Technology Focus: C/C<sup>++</sup>, OpenMP, CUDA, OpenCL, CORBA, ICE, JBoss, ActiveMQ, ObjectStore, Oracle, .Net & Java.

Lead a team of 2-5 technical engineers to develop and support new technology, implementing systems and applications that enhance user experiences while meeting dynamic business needs.

Engaged to resolve a complex and unstable software migration issue that was integral to the company's growth.

- ✓ Demonstrated ability to view the entire technology solution from a unified perspective, identifying innovative solutions to move the project forward.
- ✓ Integrated disparate technologies, facilitating communication between two systems and stabilizing the system migration.
- Established relationship with CERN for high performance issues and training on Intel tools.
- Evangelized GPU technology throughout the company to promote uptake, delivering training presentations and workshops to educate end-users and stakeholders on its benefits and capabilities.
- ❖ Pioneered GPU virtualization on Citrix and VMWare stacks, working with NVIDIA UK to implement a robust GPU solution.

## Sopra Group, 2002-2004

Rennes, France

# **PROJECT MANAGER**

Technology Focus: C<sup>++</sup>, UNIX, WebSphere, Delphi, Java, .NET, Oracle, and Solaris
Technical project manager leading cross-functional teams of 3-10 technical engineers to
design, develop, and implement IT solutions for telecommunications clients. Built
relationships as a trusted client advisor.

- Successfully led the key project upon which all other systems relied for communication.
  - ✓ Laid a solid foundation by focusing on the specifications, demonstrating a comprehensive understanding of the business challenges and conceiving an integrated solution.
  - ✓ Commended for delivering a high-quality project within a limited timeframe and tight financial constraints.

## **eXcelon Corporation,** 2000–2002

Theale, England

#### **DEVELOPER SUPPORT ENGINEER**

Technology Focus: C<sup>++</sup>, Visual Basic, Java, XML, and XSLT on Windows, Linux, and UNIX platforms

Provided high-level development support to top-tier customers across Europe and Africa, including AXA, Rhenus, and SwissRe.

## Counterpoint Systems, Ltd., 1999-2000

London, England

## **SOFTWARE CONSULTANT**

Technology Focus: Delphi and Oracle

Developed Music Maestro, a comprehensive royalty administration solution for music publishers.

#### Thalassa Computer Engineering, 1995–1999

Nantes, France

#### **SOFTWARE ENGINEER**

Technology Focus: Delphi, MFC, and Paradox

Developed a robust general and analytical accounting system with powerful analysis tools. Supported end- users and provided ongoing maintenance and support on critical issues.

## Microsoft France, 1995

Les

Ulis, France

## **SOFTWARE SPECIALIST**

Technology Focus: Microsoft Access

Resolved Microsoft Access issues for end-users, working directly with customers to quickly identify solutions and provide timely information. Commended for strong teamwork and exemplary interpersonal skills.

# **EDUCATION AND CERTIFICATIONS**

Salford University
Wrexham, Wales
BACHELOR OF SCIENCE IN COMPUTER STUDIES

The University Institute of Technology of Nantes Nantes, France UNIVERSITY DIPLOMA OF TECHNOLOGY

Windows 2012 Certification 2013 ITIL v3 Qualification 2012