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## PROFILE

Senior Software Engineer & Manager,
Mobile & Desktop User Interface,
Backend & Performance.

# EXPERIENCE

### VP & CTO, VISUAMOBILE, PARIS, FRANCE — 2008-PRESENT

**Visuamobile is an iPhone/iPad software company: leading french iPhone software company,**
http://www.visuamobile.com.
- Company founded in April 2008, funded by BNP Private Equity in July 2009 (35 people).
- In charge of **the recruitment of engineers**. **Manager of 18 engineers**.
- I trained engineers on iPhone and server-side development. **I trained project managers and designers on usability and user interface design**.
- **Set up all the technical environment and process**: versioning system, bug/task tracking system, automated build system, production process of applications with project managers and designers.
- iPhone/iPad **software architecture** (Objective-C/C/C++), webservices design (PHP and Ruby).
- **Key decisions in user interface design** of iPhone/iPad applications.
- Reusable components including CoverFlow (using CoreAnimation), WebServices API and audio formats decoder engine based on ffmpeg: **API design**, packaging into **a documented library**.
- **Performance work** on iPhone applications: optimization of memory and CPU usage.
- Released **35 applications** (including our own software and development services). Significant applications are All-Radio, gNotes, Geomaster, Liberation.
- R&D on Android phones and Palm Pre.

In this work experience, I dramatically improved my management skills and became the key contact for clients regarding technical subject. My user interface design skills were a key component for the company to produce the best software quality. The workflow I introduced, by intensively using a bug-tracking system and a build system, optimized the production of iPhone/iPad software.

**Reference:**
- Laurent Cerveau, R&D Director at Visuamobile, lcerveau@me.com.
- Dominique Leca, Publishing Manager at Visuamobile, dom.leca@googlemail.com.

### OPEN SOURCE, ETPAN.ORG — 2001-PRESENT

**Open Source project that I initiated. Mail library focusing on being cross-platform: Linux, *BSD, Solaris, Mac OS X, Windows. More than 30 contributors.**
- It implements most of the **standard email protocols** : SMTP, POP3 and IMAP. Standard mail storage : RFC 822, MIME, mbox, MH and maildir. Berkeley DB cache storage. A first functional version has been delivered in 2002.
- Mail application for Linux, text user interface : etpan, http://www.etpan.org/etpan.
- Integrated libetpan in Claws Mail http://www.claws-mail.org.
- Mail application for Linux, **graphic user interface**, **prototype** : etpanX, http://www.etpan.org/etpanX (2006).
- PaperLess: a simple scanner software for Mac OS X, http://www.etpan.org/PaperLess : PDF, indexer, SQLite storage, user interface design focused on archiving documents (2008).
- EtPanKit framework for Mac OS X: Objective-C, asynchronous API for IMAP and SMTP access, mail parsing. Based on libetpan. **Refined API**. An alpha version has been completed in one month and delivered in 2010.

In this experience, I focused on delivering a fully functional and reusable software component. I have learned to build a clean and extensible API. I maintain it until now without breaking compatibility. It has been used in some open source projects, as well as in industry, for example: at Bell Canada for their Voice Mail system, and in some commercial software, for example: Notify 2, http://vibealicious.com/apps/notify and reMail, http://www.remail.com.

All those projects have been completed during my free time (evening & week-end) while I was at various companies or in the periods between two companies.

**Reference:**
- Toni Willberg, Solution Architect at Red Hat, toni@willberg.fi.
- Gabor Cselle, Product Manager at Google, mail@gaborcselle.com,
- Matt Ronge, Founder of Central Atomics, mronge@mronge.com.

### SOFTWARE ENGINEER, AMAZON/MOBIPOCKET, PARIS, FRANCE — JUN 2007-NOV 2008

**eBook software development.**
- Worked on the **Java eBook renderer engine**: work on architecture and introduced HTML-like table in the renderer,
- Mobipocket eBook reader software for Blackberry: **improved performance** and **UI design**,
- Build system for the Java software: Eclipse, Ant,
- Mobipocket reader software for Symbian: bugfixes (Symbian API, Eclipse C++),
- **Prototyped Kindle for iPhone** (Objective-C, Cocoa Touch). I trained a software engineer to the Cocoa/iPhone platform.

In this work experience, I have learned software engineering on multiple embedded platforms such as Blackberry and Symbian. I have taken advantage of my experience at Apple when working on the iPhone Kindle application.

### SOFTWARE ENGINEER, APPLE, PARIS, FRANCE — JAN 2004 - JUN 2007

**iCal & iSync.**
- iCal, Mac OS X 10.4 version: synchronization with phones using **Sync Services**, calendar sharing using **WebDAV**. **Performance work** on CPU and memory usage (Objective-C, Cocoa),
- Next-generation iSync: synchronization of contacts and calendar with phones, performance. The project was cancelled. Though, this work has been integrated into iSync on Mac OS X 10.5.
- Worked on ImageKit framework on Mac OS X 10.5 (ImageBrowser): **performance work on memory usage**.
- iSync, Mac OS X 10.5 version: synchronization of contacts and calendars. Plugin for SyncML phones: **user interface** for automated testing.
- **Performance tools**: worked on a prototype to show more diagnostics for memory leaks on **Instruments,** worked on 64-bits support of malloc stack logger tool on Mac OS X 10.5 (**libc**).

In this work experience, I have learned usability and user interface design, simple API definition and of course, Mac OS X software development. I have learned to use efficiently a bug tracking system (Radar). I brought to the company my efficiency and my skills in software architecture.

**Reference:**
- Jean-Marie Hullot, VP of Engineering at Fotonauts, jmh@fotonauts.com.
- Bertrand Guiheneuf, VP of Engineering at Fotonauts, guiheneuf@gmail.com.
- Thomas Goossens, Senior Software Engineer, tgoossens@apple.com.

### SOFTWARE ENGINEER, SMARTDIS, BORDEAUX, FRANCE — 2002-2003 (8 MONTHS)

**Advertising company: 5 people.**
- Set up a **VPN** and content distribution system on Linux (SSL/SSH, Shell Script).
- Implementation of a Kiosk using flash plugin for Mozilla on **Linux** (Mozilla plugin API).
- Video player based on **mplayer** with customization to add overlays (**C language**).
- **Database design** and web interface design (**PHP**).

In this work experience, I have learned to collaborate with a graphic designer and a team. I brought to the company my knowledge on Linux development.

### SOFTWARE ENGINEER, INRIA, RENNES, FRANCE — 2001-2002 (12 MONTHS)

**French public research center, Kerrighed project: a Distributed OS based on Linux.**
- Improved performance of a parallel computing application on a specific platform, worked on a user interface for performance monitoring.
- **I implemented a distributed process synchronization system** (POSIX API) and a **kernel-level communication system** between nodes of a cluster (low-latency TCP-like protocol). **Kernel programming in C Language** & Debugging**.** I worked on Gigabit ethernet performance problems.

In this work experience, I have learned to work with kernel constraints. I have learned a lot about distributed systems, operating systems and performance. My knowledge in software engineering helped the project to improve its stability.

### OPEN SOURCE, CLAWS-MAIL — 2000-2001

**Mail Application for Linux, http://www.claws-mail.org**
- Co-founder of Claws Mail team.
- Mail application built from the codebase of sylpheed, http://sylpheed.sraoss.jp/en.
- Mail filter (configuration rules language, user interface), news reader implementation (NNTP protocol, user interface).

In this experience, I have learned to work with a remote team. There were people in England, France, Netherlands, Spain, etc. This application is very popular on Linux.

### INTERNSHIP, FINGO — 2000 (12 MONTHS)
**Mobile Software Company**
- Mobile WAP gateway implementation in Java: implementation of WMLScript parser, multi-threaded server.

In this experience, I have learned to work in a team. That product had only been used as a prototype.

## EDUCATION
ENSEIRB: Engineering School in Computer Science, Bordeaux, France — Master equivalent, 1999-2001.

## SKILLS
- Efficient design and architecture of **mobile & desktop** applications,
- Mobile & Desktop User Interface Design & Usability,
- Mac OS X, Linux,
- PHP, Perl, C, Objective-C,
- TCP/IP, HTTP, XML, JSON, NNTP, POP3, IMAP, SMTP,
- Algorithms, Compilers, Distributed systems.