QUENTIN LEFFRAY
Full Stack Software Engineer

23 years old
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github.com/fiahil

Experience

September 2014 – Present

Software Engineer @ Sépage | Paris, France
Core front-end and back-end contributor on real-time distributed systems, including a semantic search engine and a low latency travel recommendation engine with analytics, tracking and delivery service.

Scala - Javascript
MongoDB - Elasticsearch
Docker

Additional responsibilities:
› Designing, developing and maintaining production applications.
› Automating client support, integrations and calculations of KPI.
› Technical interviews of job candidates.
› Shaping the company culture and processes.

May 2013 – October 2013

Engineering Intern @ Creawave | Rennes, France
Optimizations and multi-platform port of a speech synthesis engine.

C/C++ - Python
Opus Codec
Android - iOS/OS X - Windows

Additional responsibilities:
› Spearheading R&D on core text generation technology.
› Designing and developing internal tools.
› Deploying and maintaining production applications
› Communicating efficiently with members of the team.

August 2011 – March 2013
C/C++ - OCaml

Teaching Assistant @ Epitech | Rennes, France
Answer technical questions and support students in their learning curve by sparking interest and cultivate curiosity.

Education

2014 – 2015

Epitech
Master's Degree in Computer Science

2014 – 2015

University of California, Berkeley
Summer Session in Economics and Business

2014 – 2015

California State University, Long Beach
Computer Science
Information Technology

2014 – 2015

Epitech
Bachelor of Science in Computer Science

Projects

Safarize
Ruby on Rails
Amazon Web Services
A mobile photo challenge game.
Epitech Innovative Project.

Nowt
Ruby on Rails
Amazon Web Services
A web application providing students an easy way to share postings within university.

Zappy
C# - OCaml
C - Python
A massively multiplayer online arena for competing AI.
Built from scratch.

Skills

Scala
C/C++
Javascript
Ruby

OCaml
Python
Shell script

Java
C# .NET

Functional
& Object Oriented
Programming

Game Development
System Design

Languages

French
Native proficiency

English
Full professional proficiency

Interests

Cinema

Games

Tech