François Monniot
Software Engineer

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Work Experience

Jan 2018 - Current — **Software Developper**, *Samsung Research America*, San Francisco, California
Working in the MQTT team at Samsung SmartThings.
Implementing a new way of connecting devices directly to the Cloud using the MQTT protocol.

Sept 2016 – Jan 2018 — **Software Developper**, *Samsung Semiconducor Inc*, Paris, France
Working in the Paris team at Samsung ARTIK Cloud.
Providing new possibility for developers to use and access IoT data via the SAMI platform.
Took ownership of the accounts service by implementing new OAuth method, providing security fixes and making the service available cross region.
Designed and implemented the new ARTIK Cloud's API Gateway service, alongside all the infrastructure to serve the documentation and SDK (based on OpenAPI)

Jan – Jul 2016 — **Intern Software Developper**, *Samsung Semiconducor Inc*, San Jose, California
Worked in the data pipeline team at Samsung ARTIK Cloud.
Provided better scalability by moving a set of service to Redis Cluster,
improved robustness by embracing the asynchronous way with error and failure handling.
Prepared the system to replicate redis operation across datacenter.

Feb – Jul 2015 — **Intern Video Games Developper**, *Metidia*, Paris, France.
Worked on the development of the video game Vinoga, a video game in the browser which take the farmville concept to the wine world and let you buy the wine you created in game.
Was in charge of implementing new functionalities and maintaining the client (Backbone.js/DOM, CreateJS/Canvas) and the backend (Sails/node.js). Designed the underlying infrastructure to support player's growth (10k/month) using container on AWS.

May – Aug 2013 — **Intern Java Developper**, *Alter Frame*, Versailles, France.
Learned a new techonology (JavaFX) and successfully delivered the product during this internship. Brought new agile methodology and oriented the company towards mobile, cloud and big data processing. Evangelized tests and added many of them on newer and older projects.

Education

2011 – 2015 — **M.S. Telecom Engineering**, *Institut Mines-Télécom*, France.
Master's degree specialising in *Distributed Systems Architecture*.

Skills

Programming — Scala, Java, Go, Rust

Platforms — Cassandra, Redis, Elasticsearch, Hadoop ecosystem, Kubernetes, Akka, Kafka

Web Programming — Javascript, Elm, Play Framework, React

OS — Ubuntu, Mac OSX

Related experience

2011 – 2015 — **Treasurer 2012-2013**, *MiNET student association*, Internet Provider (700+ subscribers).
Software developer, System Administrator
Managed a budget of 40k€ and an event of 1000 people.
Virtualized servers with OpenVZ/KVM managed by Proxmox.
Maintained and improves the user management system based on Ruby on Rails.
Successfully centralized log with syslog, Logstash and Elasticsearch.

Languages

French — Mother tongue

English — Fluent (B2 European level, TOEIC 955/990, Living in California since 2018)

Other Interests and Activities

Sport — Archery (20+ years)

Open Source Software