

Philippe Gaultier

I am a Senior Software Engineer focusing on delivering simple, high quality software that's easy to understand, deploy, and troubleshoot.

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Experience

Senior Software Engineer Giesecke+Devrient, Munich, Germany; 2023-present

I work on one of the most promising Central Bank Digital Currency (CBDC) already used by several countries with real users and banks, with [Go](#), [Docker](#) and [Kubernetes](#), with the highest levels of availability, correctness, and regulatory constraints.

Back-end Software Engineer & DevOps PPRO, Munich, Germany; 2017-2023

I wrote and deployed end-to-end Fintech web services that serve millions of customers worldwide with billions of euros in transaction volume, in a variety of tech stacks ([Go](#), [C++](#), [Kotlin](#), [Docker](#), [Kubernetes](#), [Terraform](#)), with high availability and regulatory constraints. I also helped moving multiple services from the data center to the cloud without disruption or customers even noticing. I also have taken on DevOps & SRE responsibilities such as adding logging, metrics, alerting, distributed tracing and performance monitoring to existing software in order to increase their reliability, as well as guaranteeing SLAs crucial to the business. I did on-call for business critical services, and I conducted technical interviews.

Full-stack Software Engineer EdgeLab, Lausanne, Switzerland; 2015-2017

I joined a Fintech startup and helped the product (risk analytics & investment decision making application) go to the next level by introducing internationalization, OAuth, Continuous Integration, and upgrading to the latest language standards ([ECMAScript 6](#), [C++14](#)), and worked among other things on the quantitative prediction algorithms in [C++](#). The startup was later acquired by a major Swiss bank for a 8 digit number.

CRNS Intern Software Engineer experimenting with Oculus Rift (VR) CNRS, Strasbourg, France; 2014

3D Oculus Rift (virtual reality) visualization software of astronomical data for pedagogical and research purposes in [C](#), [C++](#) and [OpenGL 3.3](#).

Intern Software Engineer Crédit Mutuel (Bank), Strasbourg, France; 2013

I migrated a [COBOL](#) mainframe accounting application to a [C#](#) web application with some new parts in [COBOL](#) for one of the biggest banks in the country (please don't hire me for a [COBOL](#) job).

Technical experience

2013-Present	AWS, Docker 15+ production applications delivered.
2018-Present	Kafka, Kubernetes, MySQL, PostgreSQL, MariaDB 10+ production applications delivered.
2018-Present	Go Multiple performant production applications in Go delivered.
2011-Present	C & C++: Worked on lots of small side projects and big, long-lived production applications.
2016-Present	Rust & Zig: Enthusiast with several open-source projects to my belt. I would love to work on

Rust or Zig projects for a living!

Solid knowledge of **x64 assembly**, **Terraform**, **Python (2/3)**, **JVM**, **Dtrace**. I worked on small and big production applications in those languages, but I don't see myself working full-time with those.

Miscellaneous knowledge of **Lua**, **Redis**, **DynamoDB**, **Lisp**, **Cassandra**. I worked briefly with those technologies.

Education

2018-Present	Several trainings and workshops by AWS
2012-2015	Masters in Computer Science & Engineering Degree ENSIIE, Strasbourg, France
2010-2012	Higher School Preparatory Classes Lycée Kléber, Strasbourg, France
2007-2012	Abibac (dual French & German Highschool Diploma) Belfort, France

Hobbies

- Languages: French (native), English (fluent), German (fluent), Bavarian (adept)
- Weightlifting
- Philology (Language learning)
- Cinema
- Woodworking