

## 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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Piesenkofen 8A      philigaultier@gmail.com  
84546 Egglkofen    <https://github.com/gaultier>  
Germany              +49 151 72465946

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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 in a pilot phase, 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 write and deploy 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 help moving multiple services from the data center to the cloud without disruption or customers even noticing. Lately, I have been moving more and more to 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 do on-call for business critical services, and I also conduct 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	<b>AWS, Docker</b> 15+ production applications delivered.
2018-Present	<b>Kafka, Kubernetes</b> 10+ production applications delivered.
2018-Present	<b>Go</b> Multiple performant production applications in Go delivered.
2011-Present	<b>C &amp; C++:</b> Worked on lots of small side projects and big, long-lived production applications.
2016-Present	<b>Rust &amp; Zig:</b> 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.

## Education

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

## Hobbies

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