Gilles BESANÇON

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Software Architecture & Design Engineer
Java, Eclipse RCP, C, C++, C#

French: Native   English: Fluent   Spanish: Conversational

TECHNICAL SKILLS

Operating Systems	Windows, GNU/Linux, Mac OS X
Methodologies	UML, Agile (SCRUM, XP), CMMI
Java	Eclipse, OSGi, Eclipse RCP, IDL, JNI, JNA, JProfiler, JUnit, JAXB, ANT
Java UI	AWT/Swing, SWT/JFace, JavaFX, Ilog JViews Chart
Java Modeling	EMF, EEF, EGF, Acceleo, ATL, XText
C/C++/C#	Microsoft Visual Studio, Cuda, NUnit, NCover
C/C++/C# UI	Ilog Views, OpenInventor, Qt, DirectX
Tools/Source Control Manager	Jira, MantisBT, Hudson/Jenkins, TFS, Sonar, Git, SVN, CVS, TFVC
IPhone/Android	Objective-C, IPhone SDK, X-Code, Android SDK, ADT

WORK EXPERIENCE

July 2015 to . . .   Software Engineer   **Schlumberger WesternGeco - Gatwick - U.K.**

Analysis of the internal Geophysical Data Processing Platform, to identify weakness of the product.
Contribute to plan the sustenance and improvement of the system regarding its architecture, design and work methodologies.
Environment: CentOS, C++, Java, CORBA, JacORB, Git, Google Cloud

November 2014 to July 2015   Software Engineer   **Schlumberger WesternGeco - Gatwick - U.K.**

I reinforced the team developing the web-based training simulator OilSim (http://www.oilsim.com)
Advise and set up improvement of methods and tools to be used on the project based on agile methodology principles.
Involved in the Design & Implementation of synthetic survey generator using DirectX (Direct3D and Direct2D) based off-screen rendering.
Environment: Windows, UML, Microsoft Visual Studio, TFS, HTML5, PHP, JavaScript, C++, DirectX

April 2013 to September 2014   Software Engineer Trainee - Visa J-1   Schlumberger WesternGeco - Houston,TX - U.S.A.

In the context of a cultural exchange between France and the U.S.A., I joined an existing team developing a plugin for Petrel.
Specification, Design, Implementation & Recurent Demos to the users of new survey design and modeling features.
Enhance maintainability of code by doing strong refactoring (defining patterns, removing duplicate)
Environment: Windows, UML, Microsoft Visual Studio, TFS, C#, C++/CLI, C++, Ocean API, OpenInventor, NUnit, NCover, SCRUM

August 2006 to March 2013   Software Architecture & Design Engineer Consultant   **Apside - Brest - France**

-   *October 2011 to March 2013   Electronic Warfare Tools*   *THALES Airborne Systems - Brest - France*

In the context of a collaborative research project including THALES and 2 Research Labs from Brest (ENSTA and Telecom Bretagne), whose goal is to generate drivers code from data and behaviour model of interfaces.
Architecture, Design & Implementation of a Modelling Tool based on Eclipse Modeling Framework to design data interfaces, generate Documentation, Ada - C - VHDL code and configuration file for data analysis tools (Network, VME Bus).
Environment: Windows, Red Hat, Ada, C, VHDL, HTML, Eclipse RCP, EMF, EEF, EGF, Acceleo, ATL, XText, Hudson

-   *August 2008 to July 2011   Electronic Warfare Mission Debriefing Tool*   *THALES Airborne Systems - Brest - France*

In the context of a partnership between Apside and THALES, I was in charge for managing a team of 5 to 8 engineers.
Architecture, Design & Implementation of a new Mission Debriefing Tool Framework based on Eclipse RCP Framework to replace existing C++ Mission Debriefing Tool Framework.
Environment: Windows, Red Hat, UML, Eclipse RCP, Ilog JViews Chart, JProfiler, JNI, Ant, SVN, Mantis

-   *January 2008 to August 2008   Satellite mission planning software*   *THALES Airborne Systems - Brest - France*

Architecture, Design & Implementation of an Eclipse RCP based application from an existing C application.
Environment: Windows, Red Hat, UML, Eclipse RCP, Java, JNI, C, CVS

-   *August 2006 to August 2008   Electronic Warfare Mission Debriefing Tools*   *THALES Airborne Systems - Brest - France*

Design & Implementation of maintenance and major improvments for multiple electronic warfare mission debriefing tools based on a common framework.
Environment: Windows, Microsoft Visual Studio C++, C/C++, Ilog Views, JNI, CVS

February 2006 to June 2006   Research internship   **UBO - Brest - France**

Optimization of a Multi-Agent Physical Engine for Biological Phenomenons simulation using GPU shader & PPU (SimBioDyn).
Environment: Windows, UML, Microsoft Visual Studio C++, OpenGL 2.0, LaTeX

EDUCATION

2006	Master of sciences of National Engineering School of Brest	ENIB - Brest - France
2006	Research Master of sciences, technologies, health (Major in computer science and telecommunications)	ENIB - Brest - France

References available on request