



IYED BENNOUR

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github.com/iyedb / <http://iyedb.github.io>

Software Engineer

Skilled software engineer with extensive knowledge of software design and development and excellent problem solving skills. Excellent team player, innovative, self-motivated and eager to learn.

Skills

- Expert in Object Oriented Design.
- Extensive experience in designing high performance low latency software.
- Solid Experience in developing multithreaded, asynchronous and networking software.
- Extensive knowledge in C++.
- Good knowledge of computer architectures.
- Good command of Java and Python.
- fluent in Scala, Javascript (node.js, jQuery), HTML5 and CSS.
- Solid foundation in algorithm and data structure design.

Professional Experience

SENIOR SOFTWARE ENGINEER, ALCATEL-LUCENT, VILLARCEAUX, FRANCE – 2008-PRESENT

Contribute to the design and development of an embedded real-time software for a family of point-to-point packet microwave radio transmission systems. Core duties include:

- Design and develop object-oriented real-time software.
- Drive features involving multiple teams from definition to completion.
- Participate in backlog estimations and delivery planning in a Scrum process.
- Work with quality team to review test cases and test plans.
- Work with product team to define system requirements and technical solutions.
- Provide technical expertise in trouble-shooting, issue resolution and system performance tuning.
- Follow-up and work on project critical issues with vendors.

Technologies and tools: C++ programming, UML, Java, VxWorks, Windows, multithreading, kernel/driver and network programming, unit testing, ClearCase, VersionOne, cmake.

SOFTWARE ENGINEER, NEXTWORKS, PISA, ITALY – 06/2007-12/2007

As part of my Master thesis, Contributed to the specification, design and implementation of the control plane of a fiber network. Key achievements:

- Modified a UNIX based open source OSPF routing software (Quagga) to use as a control plane of a fiber network with extensions to OSPF to advertise storage and computing capacity of connected data centres.

Technologies and tools: C programming, Linux, OSPF protocol, socket and network programming, Subversion.

EMBEDDED SOFTWARE ENGINEER, SAGEM, TUNIS, TUNISIA – 03/2006-10/2006

Contributed design and development of an ASDL residential gateway. keys achievements:

- Ported a SIP based VoIP software from VxWorks to Linux 2.6.x
- Ported an USB printer driver from Linux 2.4.x kernel to 2.6.x kernel.

Technologies and tools: C programming, socket and network programming, multithreading, kernel programming, VoIP, CVS.

SOFTWARE ENGINEER, GL-TRADE, TUNIS, TUNISIA – 07/2005-02/2006

Contributed development and maintenance of a forex market access gateway server. Responsibilities included:

- Maintenance and refactoring of a large C++ code base.
- Development of market access protocol parsers.

Technologies and tools: C/C++ programming, network and multithread programming on UNIX (Solaris). Perforce.

Certifications

- Functional Programming Principles in Scala [1] [2]
- Developing Innovative Ideas for New Companies: The First Step in Entrepreneurship [3]

Education

- Scuola Superiore Sant'Anna, Pisa, Italy – International Master on Communication Networks Engineering - 2007
- Ecole National des Sciences de l'Informatique ENSI, Manouba, Tunisia – Computer Science Engineering Degree - 2005

- Institut Préparatoire aux études d'ingénieurs, Nabeul, Tunisia - 2002

Other Skills

- Excellent interpersonal skills.
- Excellent communication skills.
- Multilingual: Tunisian, Arabic, French, English and Italian.

[1] <https://drive.google.com/file/d/0B1o0vXdZQrRmSEJRUHE5VWNZLTO/edit?usp=sharing>

[2] <https://www.coursera.org/course/progfun>

[3] <https://www.coursera.org/verify/SGTF7DK5M3>