Louis Dionne

Education

Jan 2013 – Dec 2015

B.Sc. Mathematics, Université Laval, Québec.

Sep 2011 – May 2012

B.Sc. Software Engineering (not completed), Université Laval, Québec.

Experience

Jun 2016 – present

Software Development Engineer, A9.com, Palo Alto.

Part of the search infrastructure team powering Amazon's search engine.

2014 – present

Development of Hana, a Boost library for metaprogramming in C++14.

Design and implementation of a library to manipulate heterogeneous sequences at compile-time and at runtime. The library introduces a new paradigm for expressing meta-computations allowing a very high level of expressiveness with little to no performance penalty.

Dec 2014 - Jun 2016

C++ consulting, (finance, embedded systems).

Development of C++ libraries to retain a high level of abstraction in applications where both performance and correctness matter. Also some refactoring of existing systems to add new features and/or improve performance.

2014 - 2015

GSoC student with Boost, Google Summer of Code.

Work on Boost.Hana during the summers of 2014 and 2015 as part of the Google Summer of Code program. I also received a grant from the Boost Steering Committee to continue working during the winter of 2015, which had never been done before for a GSoC student.

Sep 2012 - Dec 2012

Software Developer, Coveo Solutions, Québec.

Work on a MIME parser in C++. Resigned to pursue a degree in mathematics.

May 2012 – Aug 2012

Intern, Coveo Solutions, Québec.

- o Conception and implementation of a deadlock detection system for internal use
- $\circ\,$ Presentations on C++ techniques and idioms to co-workers:
 - The Boost.ConceptCheck library and associated template metaprogramming techniques
 - C++11 rvalue references

Talks

- 2016 Metaprogramming for the brave (slides), C++Now, Aspen.
- 2016 Metaprogramming for dummies (slides), C++Now, Aspen.
- 2016 Podcast about Boost.Hana (audio), CppCast.
- 2015 Metaprogramming: a paradigm shift (slides/video), CppCon, Seattle.
- 2015 **Metaprogramming: a paradigm shift (slides/video)**, *C++Now*, Aspen. Awards for the best presentation and the most inspiring presentation
- 2014 Metaprogramming in C++14 (french only slides), OpenCode XXII, Québec.
- 2014 Hana: Expressive metaprogramming (slides/video), CppCon, Seattle.
- Towards painless metaprogramming (slides/video), C++Now, Aspen.
- 2013 A system for resource deadlock prevention (slides/video), C++Now, Aspen.
- 2013 Deadlock detection with d2 (slides), OpenCode XII, Québec.
- 2013 Concept based overloading in C++ (slides), OpenCode IX, Québec.

Personal Projects

mpl11 Conception and implementation of a C++11 replacement for the Boost.MPL

Reimplemented the functionality of the Boost.MPL library using new template metaprogramming techniques made possible by C++11. Redesigned the API of the library using ideas from Haskell to make it more powerful, easier to use and to extend.

- d2 Conception and implementation of a deadlock detection system in C++
 Detects deadlocks that would have happened under different thread scheduling conditions by performing intrusive dynamic analysis on a non-deadlocking run of a program.
 Additionally, provides satistics about lock and thread usage.
- joy Implementation of a preprocessor metaprogramming library Implemented associative sequences and other utilities for preprocessor metaprogramming on top of the Chaos preprocessor library.
- nstl Conception and implementation of a generic algorithm library in pure C Implemented a basic name mangling system and "preprocessor-based classes" using PMP techniques. Using these facilities, implemented a subset of the C++ standard library algorithms. The result is a collection of generic algorithms instantiable and usable from pure C without sacrificing type safety or performance by using traditional techniques like pointers to void.
- duck Implementation of a minimal concept-based overloading library Implemented a subset of Boost.ConceptCheck's concepts as metafunctions, which allows overloading based on the modeling of a concept by a type.
- cisp Implementation of a minimalist object system with the preprocessor Created a system to manipulate complex preprocessor objects using associative sequences imbued with object semantics.
- nstl-lang Implementation of a translator for a toy language in Python Implemented basic parsing, semantic analysis and code generation to C.

Contributions to other projects

- Contribution of the hawick circuits algorithm to Boost.Graph
- Occasional patches to Boost (Spirit, Graph, Archive, MPL and others)
- Active on the Boost.Dev mailing list
- CMake port of the FastPFor integer compression library's build system
- Too frequent bug reports against the Clang and GCC compilers.