

Maxime Alardo



Education

University of California, San Diego

La Jolla, Sept 2017 - Expected April 2018

• Selected in UC & France Partnership Program, Computer Science

Bordeaux-INP

Bordeaux, Sept 2015 - Expected Sept 2018

- Candidate for M.S in Computer Science, Expected 2018
- B.S in Computer Science, 2016

CPGE MPSI-MP*

Paris, Sept 2013 - June 2015

- Highly intensive Math, Physics & CS at Lycee Fenelon for the selective entrance to the Grandes Ecoles
- · Baccalaureate, AEFE, Madagascar 2013, Highest Honors "Mention TB avec les felicitations du jury"

Experiences

Software Engineering Intern

INT

Houston, June - Sept 2017

- Developed micro-services handling seismic & oil well data for the IVAAP cloud platform and INT software, which are the oil & gas industry standards, collaborating with Baker Hughes, Schlumberger & Nexen.
- Wrote reliable & maintainable distributed Actor Systems with JUnit unit tests, Java 8, Scala, the Akka framework, Docker & MongoDB. Improved scalability, fail-over & latency through actors concurrency.

Lead Software Engineer

LaBRI Research / CNRS, INRIA

Bordeaux, Feb – June 2017

- Co-led a team of 6 fellow graduates & built a distributed live video streaming solution.
- Implemented MS-Stream, featured at CCNC/CES 2017, improving mean bitrate by 65.7% compared to Dash.
- Designed the architecture & developed 6 micro-services out of 9, with Node.js, Redis, MongoDB, React, Docker.
- Researched distributed algorithms & time sync constraints to serve multi-server videos with adaptive quality.

Founder & Director

HackBordeaux, MLH

Bordeaux, Nov - June 2017

- Organized, with a team of 18 students the first MLH hackathon officially in France which gathered 110 attendees including 40% internationals, & founded Bordeaux-INP Tech. Society.
- Raised €14 400 in 2 months with 13 sponsors. Fastest growth & highest budget of the year among school societies.

Software Engineering Intern

Orange

Bordeaux, June - July 2016

- Built a web app which controls streams of information from Orange devices (Internet Liveboxes, smartphones), in Node.js, full-stack Javascript, Bootstrap, Socket.io & MySQL.
- Developed a recursive asynchronous algorithm to explore data arborescences refining processing efficiency.

Relevant Projects

- GetMeThere HackCambridge (2017): Developed a trips planner to fly to upcoming events based on your interests (concerts, music), using Nodejs, full-stack Javascript, 2 APIs. Skyscanner Prize & Finalist.
- Shuttlr Distributed Shared Memory Launcher (2017): Built a distributive remote machines process manager in C & implemented inside a low level event loop architecture with libev.
- Showambi HackKing's London (2016): Developed a modular sound listener on Raspb. Pi which adapts ambient lights to music dynamically, changing colors etc, using Nodejs, Python, MySQL, 3 APIs. *Shazam Prize*.

Achievements & Skills

- Hackathons 2016-2017: 4 MLH Prizes & finalist at HackCambridge 2017.
- Bordeaux-INP Industrial & Research Competition 2017: 1st Prize among 8 student groups for MS-Stream project with LaBRI/Viotech, awarded by a jury of research partners (INRIA, LaBRI, Thales, Sogeti).
- Conferences: Attended in 2017 FOSDEM, GitMerge Brussels, GitHub Satellite London & Universe SF with scholarships among respectively 15, 50 & 150 students. Selected speaker among 11 at MLH Hackcon, New York.
- Skills: C/C++, Python, Java, JavaScript, Node.js, ReactJS, MongoDB, MySQL, Linux, Git, Docker, Raspb. Pi