



Julien Letessier

Ph.D. M.Eng.

Software engineer, architect, team lead

Building quality software with great people makes me thrive.
To share this passion with like-minded individuals and teams,
confront ideas, and deliver great products is what I'm after.

julien.letessier@gmail.com - github.com/mezis - decOde.me - linkedin.com/in/mezis

KEY ACHIEVEMENTS

Manager : Hired, structured, and led an agile software engineering team (Kanban inspired, 25+ engineers) ;
Architect : Deployed a scalable web architecture (SOA/ROA, REST, 12factor; 25M+ monthly hits) ;
Engineer : Delivered key software : event bus, ranking engine, etc. (Ruby, C, Redis, SQL, 10+ years experience) ;
Founder : Founded, grew, and crashed a startup (Hilabs, 20 employees)

PERSONAL INTRO

I love building software and culture, helping to make teams more than the sum of their parts.
I like to prove myself as a successful individual contributor before taking on leadership responsibilities.
I'm a firm believer in open source, the Unix Way, the Bazaar, and test-driven development.
I'm also an (irregular) **open source contributor**, technical writer, and presenter.

Favourite techs : **Ruby** on Rails, **C**, **Redis**, Git, Linux, Python, Backbone.JS.
I'd love to properly learn : **Go**, Docker, Erlang.
I avoid : anything closed-source, with vendor lock-ins, or with Microsoft on the tin.

WORK HISTORY

VP of Technology at HouseTrip, 2014

VP of Software Engineering at HouseTrip, London, UK, 2012-2014

A leader in online holiday rentals (200+ employees),
HouseTrip is a venture-backed start-up with an agile and international culture.

Acting CTO, leading of a team of 25 engineers, reporting to the CEO then CPO. ~3M€ annual budget.

Key technologies : Ruby on Rails, MySQL, Redis, MongoDB, Linux

- Led the architecture panel, coached the team towards a distributed platform (SOA/ROA, REST APIs).
- Grew the team from 12 to 27 developers. Defined the interview process and standards, finalised all hires.
- Built a remote-friendly culture, boosting hires of senior engineers.
- Introduced documented product development processes & best practices.
- Mentored the lead engineers (direct reports)
- Designed, implemented, and advocated Appfab.io, our agile product management platform.
- Built various open-source tools used by the company (Routemaster, Donjon, KMDB, Fuzzily/Blurrily, Tsuga, etc)

Senior Software Engineer at HouseTrip, London, UK, 2011-2012

A leader in online holiday rentals (200+ employees),
HouseTrip is a venture-backed start-up with an agile and international culture.

Key technologies : Ruby on Rails, MySQL, Memcache, Linux

- Designed and implemented the website's first non-trivial search ranking engine.
- Promoted open-source contribution through productivity-enhancing tooling (git-whistles, guignol, bebot, githeroes).
- Introduced and led Tech Fridays
(weekly event where developers self-organise on performance, sustainability, and reliability projects).
- Relentlessly advocated technical debt awareness, and promoted agile & participative product management.
- Participated in recruitment, growing the team from 6 to 12 developers.

CEO and Lead Software Architect at Hilabs, Grenoble, France, 2007-2011

An IT start-up (20 employees), Hilabs designed and sold wall-sized, connected, multitouch displays for out-of-home marketing applications.

Key skills : team and project management, web architecture, computer vision, image processing.

Key technologies : Ruby on Rails, C, C++, OpenGL, MacOS, Linux, HTTP, Apache, MySQL.

- Incorporated the company, set up the organisational structure, permitting growth from 3 to 20 employees.
- Led a seed funding round, raising 750 k€ for research & development.
- As lead architect and computer vision expert, mentored the engineers in charge of for developing the first camera-based out-door multitouch technology, EyeLight (C, GLSL, Tcl/Tk).
- Designed and prototyped EyeML, an XML-driven, OpenGL-backed interactive display engine, used for public demonstrations and in production systems (C++, OpenGL, Tcl/Tk).
- Developed a multithreaded video decoder, also used in production (C++, ffmpeg, OpenGL).
- Designed and developed a local, caching HTTP proxy suitable for unreliable network links (HTTP, Tcl/Tk, Ruby).
- Deployed and maintained the infrastructure (1,200 rpm ; Ruby on Rails, MySQL, Capistrano, nginx).

Expert Software Engineer at INRIA Rhône-Alpes, 2007 (6 months), 2008 (8 months, contract)**Research Engineer at INRIA Rhône-Alpes, 2003-2006**

INRIA is the French Research Institute for Computer Science and Automation. Its PRIMA team works on computer vision and man-machine interactions, in particular for smart spaces or augmented environments.

Key skills : multitouch, computer vision, image processing, multi-threading and distributed processing.

Key technologies : C, C++, Tcl/Tk, OpenGL, GLSL, Cuda, Mac OS X, Linux, HTTP, TCP/IP.

- Designed, architected, developed a proof of concept of a next-generation software and hardware platform for natural, vision-based man-machine interactions.
- Published and defended various research results in major conferences (UIST, ICCV).
- Obtained a patent (PCT/FR2009/000952).
- Managed a team of 4 software engineers prototyping the technology for commercial applications.
- Designed and defended the business plan which led to the incorporation of Hilabs (see above).

Software Engineer at Technosens, 2007 (6 months, contract)

Technosens is a hardware start-up and develops low-cost videoconferencing products for the masses.

Key skills : computer vision, image processing, build systems

Key technologies : C, Python, shell, make, Buildroot, Linux, X11R7

- Contributed to the hardware/software design of an embedded, TV-centric, computer vision-enhanced video-conferencing product. Defined standards to adopt : SIP, Bluetooth for comms; SCART for TV connectivity, x86 boards for processing.
- Designed the product's ergonomic remote/handheld and base station ; design still used for the e-lis product in 2011.
- Successfully ported the X11R7 and Mesa3D to the buildroot build system for x86 boards.

Assistant professor at Grenoble INP - ENSIMAG, 2005-2006 (2 semesters, contract)

ENSIMAG is one of the top 10 French colleges with Computer Science majors.

- Taught the following semester classes : Web programming tools & techniques, UX design, Image Processing.

Junior Engineer at Sun Microsystems Research, 2003 (3 months, internship)

Sun was an enterprise-focused computer hardware company with intensive R&D, best known for its Sparc processors and servers, Java platform, and OpenOffice software.

- Designed and developed Zounds for Solaris, an automated build and distribution system and software package manager akin to Apt or Rpm. Ported 1400+ packages from NetBSD to Solaris. (Python, C, Solaris, NetBSD, make)
- Initiated the Solarpack project to host the package repository and exchange with the community.

DISTINCTIONS

NetExplorateur award, 2010

I received this award for the EyeLight technology, which has been acclaimed as one of the ten most promising digital innovations of the year by the NetExplorateur international, an independent observatory.

Ministry of Research award, OSEO, 2008 and 2009

French national innovative start-up creation contest. Prize received both in 2008 and 2009, for the computing, software and IT category. Obtained 194,000 € in government support.

EDUCATION

PhD, Grenoble Institute of Technology (2007).

Computer Science : Imaging, Vision, Robotics.

Engineering degree & MSc, Grenoble Institute of Technology (2003).

Computer Science : Imaging, VR, AR.

MISCELLANEOUS

Language skills: French (native), English (fluent, written and spoken).

Experienced in **working remotely** (including as a team lead). Dedicated home office, cats included.

Beyond software, I have an interest in UX, AI, image processing, and computer vision ;
I'm also curious about all things geek, ranging from astrophysics to biotech, and an avid reader.