Antoine Leblanc

Engineer, teacher, mentor

✉ antoine.jp.leblanc@gmail.com
🏠 linktr.ee/nicuveo
in antoineleblanc
🐦 nicuveo
🐙 nicuveo

Experience

2023 – 2024 **Staff Software Engineer**, *GitGuardian*, Remote
Project lead and main contributor of a project to scan all of PyPI as part of Git-Guardian's public monitoring pipeline.

2020 – 2023 **Senior Software Engineer / Team Lead / Tech Lead**, *Hasura*, Remote
Major contributor to the 2.0 release of the GraphQL Engine, including:
- full rewrite of a core part of the engine.
- generalization of the engine to multiple backends
Main contributor to the generalized remote relationships feature.
Lead the data-sources team throughout the MSSQL and Citus integrations.
Lead an internal effort to improve / consolidate engineering documentation.
Lead an internal effort to modularize / untangle the codebase.
Onboarding and mentoring of server engineers.
Wrote an article to help with Haskell outreach.

2020 **Mentor**, *Exercism*
Weekly volunteering effort: mentor on the Haskell track.

2019 **Software Engineer**, *Stripe*, Dublin
Worked on SAML authentication flows for Stripe's dashboard.
Rewrote all login flows, both frontend (React) and backend (Ruby).
On-call and customer support rotation.

2015 – 2019 **Site Reliability Engineer**, *Google*, Dublin
SRE for Bigtable and Cloud Bigtable:
- Defined Cloud Bigtable's orginal SLOs and SLAs.
- Integrated an experiment framework in Cloud Bigtable's codebase.
- Rewrote the resource planning pipeline to better predict users' demand.
- On-call for the service.

Haskell teacher (20% time):
- Created two lessons (101, 102) and relevant exercises.
- Taught them worldwide, reaching more than 600 people, 95% approval rate.

Community contributions:
- Presented SRE at Google Cloud Summit (on YouTube, in French).
- Worked with VP of Diversity to improve Google's response to online threats.
- Started an effort to make all Google code and documentation gender neutral.
- Started an initiative to teach computer science basics to non-engineers.

2012 – 2015 **Software Engineer**, *Criteo*, Paris
Worked on / maintained Criteo's ad arbitrage and ad serving pipeline.
Developed a small ad-hoc continuous testing platform.

2009 – 2012 **Cofounder**, *Altribe*, Paris
Created a startup focused on massively multiplayer online strategic games.
Developed the game client for our first project:
- Multi-platform codebase, using C++, Boost, Qt, and OpenGL.
- Developed a tiled map renderer from scratch, using render-to-texture and interpolation between different zoom levels.

Awards

2018 **Arms Control Person of the Year**
Alongside 4000 other Googlers.

2015 **Best Dev of France**
First place in the *Meilleur Dev de France* contest, since then renamed to Master Dev France.

Education

2004 – 2009 **CS engineering degree**, *EPITA*, Paris
Student / researcher at the LRDE, EPITA's R&D lab.
Graduated from the Research major.

2009 **Software Engineering Intern**, *Dassault Systèmes*, Vélizy (France)
Six months internship (February – July).
Performance analysis of a surface deformation and animation algorithm.

Projects, hobbies

Demoscene Former member of the Ctrl-Alt-Test demoscene group.
B - incubation:
- 1st place at Evoke 2010;
- nominated for 2010 Scene Awards for breakthrough performance.

Live coding Solving and explaining problems, usually in Haskell, on Twitch.
Volunteering Former member of the charity choir Note et Bien.

Languages

English Fluent
French Native speaker
Japanese N5 level
German High-school level

Obligatory skills list

Languages	C++, Haskell, Python, Rust, Ruby, Bash…
Presentation	LaTeX, Beamer
Editor	Emacs

Misc

CV	This CV was made with LaTeX. Sources can be found on GitHub.