

Antoine Leblanc

Software engineer, Haskell teacher,
video games developer, demoscener

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Experience

Since 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 original [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.

Education

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

Internships

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

Projects, hobbies, and achievements

Demoscene Member of [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](#).

Contests Winner of the [Best Dev of France 2015](#) contest.

Music Piano player. Also the proud owner of a [theremin](#) I can't play!

Languages

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

Obligatory skills list

Languages	C++, Haskell, Python, Rust, Bash...
Presentation	\LaTeX , Beamer
Editor	Emacs

Misc

CV This CV was made with \LaTeX . Sources can be found on [Github](#).