

Antoine Leblanc

Software engineer, Haskell teacher,
video games developer, demoscener

✉ antoine.jp.leblanc@gmail.com

🏠 www.nauths.fr/en

in [antoineleblanc](#)

🐦 [nicuveo](#)

🎧 [nicuveo](#)

Experience

2020-2023 **Senior Software Engineer / Team Lead / Tech Lead**, *Hasura*, Remote

Major contributor to the 2.0 rewrite, including:

- [full rewrite](#) of a core part of the [GraphQL Engine](#).
- [generalization](#) of the GraphQL 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 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.

Awards

- 2015 **Best Dev of France**
First place in the *Meilleur Dev de France* contest, since then renamed to [Master Dev France](#).
- 2018 **Arms Control Person of the Year**
Alongside [4000 other Googlers](#).

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 | L ^A T _E X, Beamer |
| Editor | Emacs |

Misc

CV This CV was made with L^AT_EX. Sources can be found on [Github](#).