

Youssef Benkdane

bnkd.me

Email: me@bnkd.me

Location: Paris, France

EDUCATION

- **Jean-Pierre Vernant High School** Paris, France
High School Diploma - Mathematics & Computer Science 2022
 - **Achievements:** Winner of Hackathon 2022; Led organization of student hackathons and mentoring initiatives
 - **Focus:** Specialized in mathematical, numerics and computer science

EXPERIENCE

- **TF1** Paris, France
Back-End Software Engineer July 2023 - Present
 - **Ad Platform:** Developed Adventory platform managing both Segmented TV and Streaming advertising, generating over \$200M in revenue for TF1's advertising division
 - **Infrastructure:** Managed cloud infrastructure using AWS and ArgoCD with Terraform, implementing robust CI/CD pipelines for reliable service deployment
 - **Data Integration:** Built CEDEX and target audience importers, enhancing advertising targeting capabilities across platforms
 - **Monitoring:** Implemented comprehensive Datadog monitoring with business-critical metrics, improving operational visibility and decision-making
 - **Ad Delivery:** Enhanced WizAds ad proxy for efficient content delivery across TF1's video platforms, optimizing performance and reliability
 - **System Architecture:** Designed and implemented HTTP request management system with S3 integration for improved debugging and analysis
 - **Testing Framework:** Created end-to-end testing infrastructure using TypeScript and man-in-the-middle proxy for robust service validation
- **Polyfact** Paris, France
Freelance Software Engineer November 2024 - March 2025
 - **Real-time Processing:** Optimized political live stream processing system achieving near real-time transcription and analysis
 - **Performance:** Identified and fixed memory leaks through profiling, significantly improving service reliability
 - **Video Processing:** Implemented YouTube VOD/Live integration and enhanced video parsing by replacing HTML analyzers with optimized regex/string operations
 - **System Design:** Developed tracking system for live-to-VOD video transitions, enabling automatic high-quality reprocessing
 - **AI Integration:** Enhanced transcription summarization capabilities using Python and AI models
 - **Media Processing:** Designed and implemented cloud-based media extraction system using Cloud Run Jobs and PubSub, decoupling resource-intensive operations from main services and improving concurrent processing capabilities
 - **Architecture:** Migrated video/audio processing from monolithic to event-driven architecture, enabling efficient face recognition and transcription analysis
 - **Tech Stack:** Utilized GCP (Cloud Run, PubSub) with Terraform, Golang for backend services, Svelte for frontend, and Python for AI components
- **ThemeCloud** Remote
Back-End Software Engineer November 2021 - July 2022
 - **Infrastructure:** Redesigned backend infrastructure using GCP, Go, and Kubernetes
 - **WordPress:** Implemented scale-to-zero system for WordPress instances using Kubernetes
 - **Integration:** Created REST API in Go for Kubernetes and WordPress communication
 - **DevOps:** Developed Kubernetes controller for ProxySQL and GCP resource management
- **GitHub** Remote
Freelance Software Engineer August 2019 - September 2021
 - **Open Source:** Developed and maintained popular repositories in Rust, Go, and JavaScript

- **API Development:** Built APIs using SOLID architecture with PostgreSQL and JWT
- **Integration:** Implemented payment systems with SafeCharge and Coinbase Pro
- **Frontend:** Created real-time notification system using WebSocket and NuxtJS

• CoinArc

Remote

Software Engineer / DevOps

May 2020 - July 2020

- **Backend Development:** Designed and implemented cryptocurrency trading platform backend using NodeJS and TypeScript
- **Architecture:** Built robust API using SOLID principles ensuring scalability and maintainability
- **Integration:** Implemented secure payment gateway integrations with SafeCharge and Coinbase Pro
- **Security:** Developed JWT-based authentication system with role-based access control
- **Infrastructure:** Managed AWS infrastructure including S3 for storage and deployment automation

• Lick

Remote

Software Engineer / DevOps

April 2020 - June 2020

- **Full Stack:** Developed forum platform using Go for backend services and Node.js for frontend components
- **Real-time Features:** Implemented WebSocket-based notification system for instant user updates
- **API Design:** Created RESTful API following SOLID principles with comprehensive documentation
- **Database:** Optimized PostgreSQL database queries and implemented efficient data models
- **DevOps:** Set up continuous integration/deployment pipeline and monitoring systems

TECHNICAL SKILLS

- **Languages:** Go, Python, JavaScript, TypeScript, Rust, C
- **Cloud & Infrastructure:** AWS, Google Cloud Platform, Docker, Kubernetes
- **Databases:** PostgreSQL, SQL
- **Tools & Frameworks:** Git, NuxtJS, Node.js
- **Architecture:** REST APIs, Microservices, SOLID principles

LANGUAGES

- **Fluent:** French (Native), English (Bilingual)
- **Basic:** Arabic, Spanish, Chinese