

Luc Sarzyniec

Software Engineer

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Experience

Nov. 2017
Present

Senior software engineer — Qwant

Tech leader in the shopping and knowledge dept. of the Qwant European search engine. Worked on product classification and on the extraction of metadata from Wikipedia.

- Product classification, Dynamic programming, Knowledge eng.
- Python, flask, REST, fastText, DBpedia, OWL, Docker, Gitlab CI

Sept. 2014
Nov. 2017

Senior software engineer — Xilopix

Worked in the Parallel Processing department of the Xilopix search engine's development team. Developed from scratch a distributed computing framework, bootstrapped a distributed web crawler/scrapper and worked on the search engine's core.

- Distributed computing, Web crawling/scraping, Machine learning
- Ruby, Python, RabbitMQ, Redis, Elasticsearch, MongoDB, Docker

Oct. 2013
June. 2014

System engineer — Inria

Administration, improvement and development of the Grid'5000 experimental platform composed of 1000+ nodes dispatched on 30+ clusters localised in 10+ sites.

- Ruby, Puppet, large scale & parallel experimentation, HPC admin.

Oct. 2011
Oct. 2013

Software engineer — Inria

Maintained and improved the Kadeploy3 deployment solution. The software is used by administrators to automatically and quickly install and configure OS images on hundreds of nodes.

- Ruby, REST, MySQL, MaaS, PXE, disk cloning, parallel prog.

Feb. 2011
Sept. 2011

Junior engineer — Loria

Developed the Distem emulation software used to transform a homogeneous cluster into a platform where nodes may have different performances and network topologies.

- Ruby, C, containers, software emulation, traffic shaping

Apr. 2010
Aug. 2010

Intern — Université de Lorraine

Studied reinforcement learning of a complex task by splitting it into several sub-tasks. Simultaneous improvement of motion and sensing skills of an agent. Practical application on a robot.

- C++, neural networks, reinforcement learning, Q-learning

Apr. 2007
Jun. 2007

Intern — University of Wales (UK)

Setup and benchmark of an open-source Information System.

Education

2010 – 2011

Master of research in Computing Sciences

Cum laude, Science Faculty, Université de Lorraine

2007 – 2010

Master of Computer Engineering

TELECOM Nancy, Université de Lorraine

2005 – 2007

DUT in Computing Sciences

University Institute of Technology, Université de Lorraine

Computer skills

Development

Ruby, Python, Crystal, C, Java, REST

Backends

RabbitMQ, Redis, Elasticsearch, *SQL, MongoDB, JanusGraph

Machine learning

NN, RL, Q-Learning, HMM

Development tools

Git, Docker, GitHub, Gerrit, Jenkins

Software engineering

CI, code review, automation, test units, open-source, versioning

System

Shell, containers, virtualisation, Linux, systemd, packaging, Docker, LXC, k8s

Scientific contributions

1 journal, 4 articles, 2 challenges

Online certifications

Cryptography, Stanford University

Personal projects

libgen, icu.cr, groinc, dockerfiles, more

Language skills

French: native

English: full professional prof.

German: elementary

Interests

Free and open-source software

Video games, raid leading

Board and role playing games

Additional information

Driving license

References

Sébastien Demange, *Qwant*

Cyril March/Laurent Vallar, *Xilopix*

Emmanuel Jeanvoine, *Inria*

Lucas Nussbaum, *Loria*