

Paul Bonaud

SOFTWARE ENGINEER

Enthusiast about web technologies, automation, free software and coding challenges

Education

2011 – 2012

Imperial College, London, United Kingdom

Master of Science in Computing spec. Distributed Systems

Advanced Topics in Software Engineering, Advanced Databases, Distributed Systems, Graphics.

Master thesis: Accelerometer based Exercise Aid mobile application.

2009 – 2012

INP - ENSEEIHT, Toulouse, France

French Engineering Diploma in Computer Science and Applied Mathematics

Operating Systems, Concurrent computing, Middleware, Internet Applications Development, Network Architecture, VHDL, Real Time Systems

2006 – 2009

Lycée Claude Fauriel, Saint Etienne, France

Preparatory classes (MPSI-MP)

Mathematics, Physics and computer science

Work Experience

Current, since March 2021

Bump.sh, France

Back-end Software Engineer

Part of the core developer team building a developer tool around API contract management and API documentation. Our goal is to provide a useful tool for API producers so they can manage all of their API contracts in one source of truth.

Major techs used: Ruby, Rails, StimulusJS, TypeScript, Github Action, PostgreSQL, Unix

Sept. 2018 - Jan. 2021

Fretlink, Paris, France

Automation/Production Engineer

In the infrastructure & Production team of three members, responsible for the whole automation processes and deployments of a mixed technology platform. System composed of 10 in-house services in a mixed cloud environment (Clever-Cloud & AWS).

Major techs used: Ansible, Terraform, Ruby, Docker, Haskell, Dhall, Javascript, PostgreSQL, Unix

Jan. 2015 - August 2018

Capitaine Train/Trainline, Paris, France

Automation/Production Engineer • July 2016 - August 2018

Working within the infrastructure team to automate & deploy the platform with Ansible & Puppet. Mixed inventories of bare metals and AWS stack. Production support lead.

Major techs used: Ruby, PostgreSQL, Terraform, Ansible, Puppet, Kubernetes, Unix

Back-end Software Engineer • Jan. 2015 - July 2016

Building a central rail booking engine by connecting European train carriers' API. Member of the production team responsible for the high-availability of Captain Train's platform.

Major techs used: Ruby, Rails, Python, Bash, Ansible, PostgreSQL, RabbitMQ, Redis, Elastic-Search, Unix

Contact Me

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IT Skills

Programming

Ruby, JavaScript/TypeScript, Bash, Python, Java, Haskell, C

Software Eng.

TDD/BDD, Continuous Integration, Acceptance testing, RDBMS

Web

Ruby on Rails, Sinatra, ReactJS, Django

Ops

Unix, OS X

PostgreSQL, RabbitMQ

Travis-ci/Gitlab-ci, Jenkins

Nginx, Routing, Iptables

Ansible, Puppet, Terraform

Docker, Kubernetes

Communication

French

Native speaker

English

Fluent

Portuguese

Intermediate

Hobbies

Cultural trips

NYC, Canada, Europe, Morocco, Taiwan, Brazil

Sports

Indoors and outdoors rock climbing, hiking, running, cycling, snowboarding and ski touring

Music

4 yrs of drums, 6 yrs of violin, 2 yrs of guitar

Work Experience

Oct. 2013 - Dec. 2014

ClicRDV - Solocal Group (PagesJaunes), Paris, France

Full-stack Software Engineer

Working in a creative startup, quickly focused on improving the coding workflow of the team. From CI integration to different staging env, promoting testing and automation, also leveraging the teams development env to keep their work as efficient as possible.

Major techs used: Ruby, Rails, Javascript (YUI, angularJS), MySQL, MongodB, Chef, Docker, Git, OSX

Oct. 2012 - Sept. 2013

Amadeus SAS, Sophia-Antipolis, France

Software Engineer

Developing Amadeus's software for Travel Agencies. Enhancing legacy codebase (>10 years old), maintenance and developing new features. Continuous work to improve the development process by introducing style checking, unit testing and best practices to the codebase.

Major techs used: Javascript, Java, Maven, Eclipse, Webstorm, Visual Studio, Git, Cygwin, Windows