Paul Rouget

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French Citizen, Taiwan Resident.

PROFILE

Looking for a Product/People Management, Developer Relations or Engineering position.

Worked 12 years at Mozilla on Firefox and Servo.

#rust #product_design #performance #browsers

Apr. 2021 - Oct. 2022
Self-employed: Firmware Engineer

Development of a firmware for nRF52 SoC. The firmware is developed in Rust. Notable features include: a dynamic loader (firmware runs sideloaded binary or bytecode), integration of lightweight VM (experimented with different small footprint languages), implementation of a simulator for Desktop, and custom BLE services on iOS. All C & Rust.

Oct. 2020 - Apr. 2021
Servo Foundation: Co-Founder
As part of the Linux Foundation

Servo's mission is to provide an independent, modular, embeddable web engine, which allows developers to deliver content and applications using web standards. As a permanent Technical Committee member, I was responsible for technical oversight of the project. The scope of the Project includes collaborative development under the MPL License supporting the mission, including documentation, testing, integration and the creation of other artefacts that aid the development, deployment, operation or adoption of project.

2018 - Oct. 2020
Mozilla Corporation: Staff Research Engineer: Servo & Mixed Reality
Worked on Mozilla experimental Mixed Reality browser (UWP/HoloLens 2/Android/GLES).

Mostly Rust and C++ code. Working on a Servo-based browser for Microsoft HoloLens 2 and Android. My job was to make Servo capable of rendering web pages and WebXR content on different platforms. It involved building an embedding layer between the native platforms (UWP and Android / GLES) and our Rust-based Web engine, Servo.

2015, 2 years

Mozilla Corporation: Research Engineer: Servo experimental browser

Worked on an experimental browser based on Mozilla experimental engine Servo.

Mostly Rust and JavaScript code. I have created the project early 2015, leading to the creation of a team. My role was to synchronise the Servo engine team and the front-end team, to ensure the project would be shipped on time with the expected features. Beside project management, I've been focusing on performance, OSX integration, and porting Gecko browser APIs to Servo.

2014, 2 years

Mozilla Corporation: Engineering Manager

Managed 2 teams: the Firefox OS developer tools team and the Firefox Performance tools team.

Mostly JavaScript and C++ code. After bootstrapping the initial version of WebIDE (Mozilla IDE and developer tools for Firefox OS), and the proof-of-concept of the Firefox performance tools (measuring and exposing performance data from Gecko), my role was to manage the 2 teams and bring both projects to completion.

2011, 2 years

Mozilla Corporation: Firefox Engineer, tech lead

Built the new generation of developer tools for Firefox. Engineering, product and design.

Mostly JS, HTML, CSS, XUL and C++ code. Started with building the Web Inspector of Firefox, ended-up as the tech lead of the Firefox Developer Tools team.

2008, 3 years

Mozilla Corporation: Tech Evangelist

Spread the word about HTML5 and CSS3 before it was cool. Many talks. Spoke person (press). Blog & social media activity. Co-created hacks.mozilla.org.

Back then, HTML5 was not really well known. Web developers were unaware of the potential of HTML5, and the W3C was pushing for a competitive technology (XHTML2). My role was to spread the word about HTML5 (WHATWG), help the Gecko platform team prioritise features, and work with partners (especially for the HTML5 <video> tag).

SKILLS

I am proficient in front-end technologies (HTML/CSS/JS), C/Rust languages and most of the native toolkits (GTK, UWP, Cocoa). I know how browser engines work. I have a versatile profile (embedding to frontend, performance to design, marketing to product) and am very adaptable (absolutely willing to learn new technologies).

Lived in Europe and Asia. I speak French and English fluently.