

# Senior Staff Software Enabling and Optimization Engineer





Combining expertise in GPU and CPU software optimization with a deep understanding of Intel's present and future client platforms and software stacks which I'm contributing to build, I help leading vendors to achieve maximum performance and functionality on Intel-based client platforms.

Xavier HALLADE



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## Professional Background

since 2021	<b>Senior Staff SW Enabling/Optimization Engineer</b>	<b>Marseille (remote)</b>
	<p>Spearheaded productization and optimization of software solutions from leading vendors and developers across EMEA, enhancing Intel's software and hardware stacks to deliver superior quality and performance for current and next-gen platforms (CPU, GPU, NPU). Visible contributions:</p> <ul style="list-style-type: none"><li>- Developed and optimized Intel GPUs support for Blender Cycles renderer (Windows/Linux)</li><li>- Introduced Intel Arc Pro GPUs support for Dassault Systèmes 3DEXperience and SolidWorks</li><li>- Recruited and mentored 5+ SW engineers (from Senior to Staff SW Engineers)</li><li>- Contributed to the enhanced RTMP specification</li><li>- Advanced SYCL API and DPC++ runtime readiness for client platforms on Windows and Linux</li><li>- Resolved issues across application layers, APIs, runtimes, and hardware, with timely interim solutions as needed</li></ul>	
2015-2021	<b>Intel – Senior Application Engineer</b>	<b>Marseille (remote) 6 years</b>
	<p>Worked with high touch partners, providing technical consultancy and software optimization. Developed reference implementations for software vendors targeting all future Intel CPU and/or GPU platforms, from ultra-mobile devices to cloud/servers, with a focus on multimedia content creation and consumption, HDR, 360° 8K live video streaming.</p>	
2012-2015	<b>Intel - Developer Evangelist</b>	<b>Paris 3 years</b>
	<p>Helped developers and customers to adopt and make a good use of new Intel technologies and platforms. Prepared and held technical talks at <b>30+ events</b> and trained <b>2000+ developers</b> face-to-face per year. Developed sample codes and proof of concepts around various technologies: Android OS (SDK, NDK, TV, Wear); Windows 8; Wireless Display and Second Screen APIs; Sensors, Near Field Communication; HTML5; RealSense</p>	
2006-2012	<b>Novetys SARL – Co-Founder and CTO</b>	<b>Nancy 6 years</b>
	<p>managed web projects and teams. developed in PHP, MySQL, HTML/CSS, JavaScript. Co-Created <a href="http://ForumFr.com">ForumFr.com</a>: One million visitors per month.</p>	

## Training

2012	<b>BADGE Consulting and Management Engineering</b>	<b>Paris</b>
	aptitude certificate issued by the Grandes Écoles.	
2008-2012	<b>ESIEA Engineering School – 2012 promotion</b>	<b>Paris</b>
	École Supérieure d'Informatique, Électronique et Automatique.	

## LANGUAGES

- English: fluent
- French: native
- German: basic
- Spanish: basic

## LANGUAGES

- C/C++: fluent
- CUDA, SYCL: fluent
- Android: proficient
- HTML/CSS, JS, PHP: basic
- python, x86 asm, gen asm, Objective-C, Go, etc: basic

## OPERATING SYSTEMS

- Windows
- Android
- Linux (Debian, Ubuntu, CentOS, ArchLinux)

## CENTERS OF INTEREST

- Photography
- Backcountry Skiing
- Wingfoiling, Dock Start

## OTHER INFORMATION

- Google Developer Expert for Android 2015, 2016
- [Github](#) / [Blender Gitea](#)
- [Linkedin](#)

