RODRIGUE CLOUTIER

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RELEVANT EXPERIENCE

Technical Lead Online

Ubisoft | Montréal, Qc | 2016 - Present

- Currently developing a Kubernetes based platform for major games
- Contribute regularly to the Kubernetes ecosystem
- Provide companywide technical training on Kubernetes and Docker
- Provide technical leadership for a team of 30 engineers, distributed across 2 continents
- Keep the internal cloud community up to date with continual technology watch
- Internal influencer on cloud development and technologies

Senior Online Programmer

Ubisoft | Montréal, Qc | 2014 - 2016

- Optimized the internal online platform management tool to help ship major game (Rainbow 6) on time
- Increased online game programmers' productivity by modularizing the delivery pipeline
- Provided leadership while migrating the online platform to Git

Senior Programmer Linear Editing Pipeline

Ubisoft | Montréal, Qc | 2012 - 2014

- Developed an online integrated content creation pipeline for crossmedia collaboration
- Increased efficiency of video review on game production

Senior Programmer

Ubisoft | Montréal, Qc | 2006 - 2012

- Shipped Uplay online experience on major consoles
- Worked on several undisclosed R&D projects

Senior Programmer

Quazal | Montréal, Qc | 2006

- Trained team with agile methodologies
- Implemented Unicode support for all products

SKILLS

Kubernetes

Docker, Helm

Golang, Python, C#, Javascript

Git

Google Cloud Platform

Distributed systems patterns

Agile development

Remote work

CONTRIBUTIONS

Kubernetes sig-apps attendee

Kubecon presentation : <u>Developing</u> on Windows, Deploying on Linux

Helm

Draft

Kubeless

Kubernetes

Minikube

EDUCATION

Université du Québec à Rimouski **Bachelor** in Marine Biology

Digipen Computer Graphic School **Certificate** in Game programming

COMMUNITY

Volunteer Coding Teacher

Kidcodejeunesse | 2015-2017