Thomas JEAN-LOUIS

Cloud Engineer

Work Experience

Cloud Engineer

Capgemini - Quidel Ortho | New York (remote)　　　since sept 2023

Architecture design and Automations for Quidel Ortho in AWS cloud-related projects
- SonarQube migrated to a severless instance, removing EC2 server maintenance and facilitating updates & scalability
- Iac pipelines on a .NET monolith web app, which cut lead time by two weeks and installation time by 95%
- AI workflow that extracts data from hundreds of PDFs into an RDS Database for analysis by the business team

Aws Cloud, Azure Devops, CloudFormation, ECS, Fargate, ECR, Textract , Lambda, S3, WAF, Git

AR/VR Business Developer - Tech Lead

Capgemini | Toulouse, France　　　feb 2022 - sept 2023

AR/VR Business Development
- Technical and +100k€ financial proposal
- Presentation of AR/VR assets to international client accounts (ex:Airbus, Honda) and institutions (ex: French minister, GIGN)
- Establish technical roadmaps and prioritize new features for a multi-platform remote assistance Capgemini asset

AR/VR Technical Leader
- Unity expert and technical referent for AR/VR Bids
- Analysis of partner solutions (ex: PTC, Microsoft) for future collaborations
- Realization of industrial AR/VR experiences

Unity C#, Azure Devops, Azure Cloud, Git

Virtual Reality Engineer

Varonia Systems | Tours, France　　　feb 2019 - feb 2022

Creation (3D scenes, development) of high immersive VR experiences
- Virtual Safari/Escape game played by +15K users in entertainment centers (France, Spain)
- Military simulator tested by the French Army on a tracking area +1000m2
- High-fidelity VR rendering of artworks from the MBA Tours museum

Unity C#, Blender, Git

Personal Projects

　　　2024

Serverless multiplayer gaming platform (Demo available) - 90h

Platform where users can create and join Quake3 games
- Serverless optimized architecture and IaC pipelines to increase agility and optimize costs
- Authentication, user roles and log management to monitor and control demo boundaries
- Multiple independant components for smooth updates

Terraform, Amplify, React, API Gateway, Lambda, Cognito, GitHub Actions, S3, WAF, DynamoDB

Contact

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- Remote (France)

About Me

Certified Cloud Engineer at Capgemini, I leverage my 6 years of IT experience to advise organizations on cloud strategies, implementing and optimizing cloud solutions.
My expertise focuses on the design and supervision of cloud systems architecture with an emphasis on automation, orchestration and integration.

Languages

- English: fluent
- French: native speaker

Education

VR Engineering
ENSAM Laval - Master
2018 - 2019

IT Engineering
Engineering University, UTC
2013 - 2018

Certification, Prize

AWS Certified Solutions Architect Associate, Apr. 2024

IVRC, 2nd prize, Japan, Nov. 2019

Skills

- **AWS** Cloud Architecture, costing
- **Iac**, CloudFormation, Terraform
- **CI/CD,** Azure Devops, Github Actions
- **Containerization**, Docker, ECS
- **Scripting**, Python, Shell
- **Virtualization**, EC2, Fargate
- **Security**, IAM, WAF, Certificates
- **AI**, Textract, Bedrock