

MICKAËL MOUNIER

Software Engineer

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EXPERIENCE

Online Developer

Ubisoft - For Honor

📅 Sep 2016 - ongoing 📍 Montreal, Canada

- Ownership of a core Web Service for the online experience of the For Honor game. Manages and store players' inventories, progression, rewards, crafting, etc. of the players (Python, MongoDB, C++)
- Various pipeline and DevOps work to enhance isolation, testing, and release of our online services (GitLab, Docker, Python)
- Worked on the integration of AWS GameLift with our Matchmaker

Online Developer

Ubisoft - Rendez-Vous

📅 Jul 2015 - Sep 2016 📍 Montreal, Canada

- Development of a Web Service and portal to create, deploy, configure and manage online servers for Ubisoft games (Python, AngularJS)
- Mostly focused on a feature allowing to create, provision and deploy game servers and databases in private clouds on demand by the end-users (OpenStack, Chef, Windows, Linux)

Freelance Full Stack Developer

ETAI

📅 Feb 2014 - Aug 2014 📍 Antony, France

- Development of a web application prototype to input and annotate complex data (jQuery, JavaScript, CSS, Java EE)
- Corrections and evolutions on various web applications (Python framework pyramid, Java EE)
- Modernization of the deployment process for various web services (Salt, Linux)

Freelance C++ Developer

BNP Paribas

📅 Mar 2013 - Feb 2014 📍 Paris, France

- Development of an application for equity derivatives trading, high-frequency automata and click-trading
- Core of the application and its automata in C++, low latency and performance oriented, GUI in Java based on the Eclipse RCP framework
- Most of the work was for the Options Market Making for the Eurex and Liffe markets
- Support role in contact with the support team and the traders, also involved in the release and validation process

SUMMARY

I'm a fast learning tech enthusiast looking for challenges. Passionate about computer science and software architecture.

I've been writing code since the age of 12. My strongest skills are on the Back End side but I also love Front End and DevOps.

EDUCATION

Computer Science Engineer

EPITA

📅 2009 📍 Paris, France

- Major in *Cognitive Sciences and Advanced Computing*

Research Master's degree

Paris West University

📅 2009 📍 Nanterre, France

- Major in *Natural Language Processing*

Classe préparatoire MP

Lycée Camille Vernet

📅 2006 📍 Valence, France

- Heavy Mathematic and Physic preparation for engineering schools' entrance examinations

LANGUAGES

French
Native



English
Proficient



Spanish
Beginner



EXPERIENCE

Software Engineer, R&D

Syllabs

📅 Feb 2009 - Dec 2012 📍 Paris, France

- Design of a Text Mining language (linguists oriented) and conception of its compiler/interpreter. High performance C++, Boost/STL, Metaprogramming, parsing (GNU flex/bison), syntactic trees manipulation and optimisation
- Conception of a distributed Web Mining/Scraping platform (Big Data, Python, Redis, MySQL, MongoDB and Riak)
- Many tools around Text Mining and Web Mining with some of them exposed through APIs with millions of request per day (Python, Pyramid, Django, MongoDB)
- Design and conception of private dashboards to monitor the servers, jobs statuses and logs (Python, Django, MongoDB)
- Involved in european and national research projects (Python, Machine Learning, numpy)
- Conception of a webpage DOM annotation software (C++, Qt)

Game Developer

Puny Human Games

📅 Mar 2008 - Mar 2010 📍 Remote (USA)

- Involved in the development of an online FPS game called Dystopia based on Valve's Source Engine. Worked on gameplay, networking, UI and shaders (C++)

Intern

EDS

📅 Sep 2007 - Jan 2008 📍 Nanterre, France

- Development of a credit card payment authorization server through TCP/IP over SSL (C, C++, OpenSSL)

TECHNOLOGIES & SKILLS

Back End

Python

C++

Node.js

Java

Front End

HTML

CSS3

JavaScript

AngularJS

Other

Git

TDD

Release Management

Distributed Computing

Databases

MongoDB

Redis

MySQL

DevOps

Linux

Shell Script

Security

Chef

Fabric

AWS/OpenStack

Docker

GitLab

INTERESTS

🎮 Video Games / eSports

📖 Technical Books

🎨 Graphic Design

🎵 Music

🚴 Biking

📈 Trading