

Fabien Niñoles

Electronics/Computers Developer

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Montreal (Quebec),

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Studies

- Electrical Engineering (1994 - 1998), University of Sherbrooke.
- DESS in Computer Engineering (2002 - ...), École Polytechnique de Montréal.
- Natural Science (1992 - 1994), College Ahuntsic.

Knowledges

Programming Language

Known:

Bash, C/C++, C#, Java, Python, SQL, XML/XSL.

Notions:

CX, Javascript, PHP,

Librairies

Known:

ANSI-C, Boost, curl, JSON.Net, libavcodec (FFMPEG), MainConcept Codecs SDK, MFC/ATL/COM/Win32, Mxflib, NVEncode, Protobuf, STL, Windows .NET, WPF, ZeroMQ.

Notions:

DirectX 11, GNOME/GTK+/Glade, Java JNI, Thrift, Windows Media Center, Windows Scripting, Windows Communication Foundation.

Programming Environment

Known:

Amazon Web Services, Sony PS3/PS4, Unix (Debian GNU/Linux, Ubuntu et CentOS), Windows 2000/XP/7, Windows Servers 2008/2012, Xbox 360/Xbox One.

Notions:

Android SDK, Google Native Client, iOS, Mac OS/X,

Software

Known:

Apache, CMake, CodeCollaborator, Docker, Emacs/Vi, GCC/GDB/make, Git, Jira, LibreOffice, Mercurial/mq, MS Office, MS Visual Studio, NSIS, Perforce, Premake, Reviewboard, TeamCity, Xen.

Notions:

Ant/Nant, Apple XCode, Autotools, Confluence, C-Sharp Develop, Dia, Glade, Gimp, Eclipse, Hudson/Jenkins,

Languages

French: *fluent*

English: *functional*

Spanish: *basic notions*

Russian: *basic notions*

Japanese: *basic notions*

Projects and Realisations

- Debian GNU/Linux Project (From Autumn 1997); Volunteer Maintainer.
- Alternative-Linux and Linux-Québec (1999); Conferences about Debian and Linux.
- GULUS (Autumn 1998); Founder and President.
- Folle Course informatique, 3rd Edition (1997); Organisation.
- Folle Course informatique, 2nd Edition (1996); 1st position.
- Folle Course informatique, 1st Edition (1995); 2nd position.

Hobbies

- Arts (reading, poetry, music, danse, role playing game and boardgames).
- Outdoors hiking (backpack, bicycle, skiing, diving).
- Sports (jogging, swimming)

Main Work Experience

Eidos Montreal

Technical Director, Services and Integration, for Shinra Technologies Supervisor: Alex Tait
From October 2015 to January 2016

Technical direction of the company concerning::

- Development libraries integration and packaging
- Online services development and deployment tools on Amazon Web Services
- Third-parties middleware and engines integration (Wwise, Unity 3D, Unreal Engine 4)
- Optimization of libraries, engines and codecs
- QA, Development and Release processes organization
- Supervision and coordination of subcontractors

Partnership Technical Team Lead for Shinra Technologies Supervisor: Alex Tait
From November 2014 to October 2015

Technical contact for external developers for Shinra Technologies Cloud Gaming Platform. Helping in promoting the platform, collecting the developers needs and doing technical support. Developing tools for the platform, including:

- Development libraries integration and packaging
- Local emulation of the rendering and encoding engine
- Creating an online virtual development platform.
- Third-parties middleware and engines integration (Wwise, Unity 3D, Unreal Engine 4)

Online Senior Developer on Flare Supervisor: Tetsuji Iwasaki
From February 2014 to November 2014

Online Senior Developer on Thief Supervisor: Jacques Frégault
From September 2012 to February 2014

Environment:

Windows 7, Windows Server 2008, 2012, Amazon Web Services, Docker, Xen Hypervisor, Ubuntu Linux, Sony Playstation SDK (PS3, PS4), Microsoft XDK (Xbox360, XboxOne), C++/C#/CX (Visual Studio), Python 3, DirectX 9, 11, Unity 3D, Unreal Engine 3 & 4, X264, NVidia Encode & Grid, Google Native Client, node.js, MongoDB, Wwise, Perforce, Premake, TeamCity, NSIS, CodeCollaborator, Jira.

Ubisoft Montreal inc.

Senior Software Developer Supervisor: Cyrille Gauclin
From June 2011 to August 2012

Port of the utility library to different platforms. Refactoring of the library to augment the interoperability between the different middleware libraries.

Senior Software Developer Supervisor: Stéphane St-Arnauld
March 2011 to June 2011

Development of a distributed robust solution to replace the actual architecture of the lobby services.

Team Leader Supervisor: Carl Dionne
March 2010 to February 2011

Supervision of integration, support and development of online technologies at Ubisoft, specifically account management, security, web services, social networks and promotional content.

Environnement:

Windows 7, MacOS/X, C++/C# (Visual Studio 2008, XCode), Python, Erlang, Microsoft XDK, Sony Playstation SDK, Nintendo SDK, Android SDK, iOS, Microsoft WCF, Facebook API, Twitter API, Rendez-Vous, Emacs, XMPP (Ejabberd), Rendez-Vous, Google Protobuf, ZeroMQ, CMake, Hudson/Jenkins, Perforce, Mercurial, Jira, Premake, Reviewboard.

Quazal inc.

Senior Software Developer

Supervisor: Alain Cormier
From January 2008 to February 2010

Integration, support and development of Rendez-Vous game lobby technology at Ubisoft; Include with WFC web services, web protocol binding (JSON/REST-RPC) and integration with the build system. *Note: I was on this job as a consultant for Quazal from March to November 2010.*

Environnement:

Windows XP, MacOS/X, C++ (Visual Studio 2005, 2008), C# (Visual Studio 2008), Python, Microsoft WCF, Microsoft XDK, Sony SDK, Nintendo SDK, curl, SOAP, HTTP/JSON, Emacs, nmake, Perforce, Reviewboard, Jira.

Maximum Throughput inc.

Senior Software Developer

Supervisor: Maher Khatib
From September 2007 to December 2008

Work on award-winning software for professional digital video edition and post-production for the web, on Linux and Java. Maintainer of the video formats and codecs, especially MPEG, MXF, H.264, DV and DNxHD

Environment:

Linux (CentOS and Debian) and Windows, C/C++ (GCC 3.6, 4.2 and Visual Studio 2005), Emacs, Eclipse, Java (Sun JDK) and JNI, librairies Gnome/GTK, MainConcept Codecs SDK, ffmpeg, mxflib, Make, Ant, Subversion, Trac.

Flipr Networks inc.

Consultant - Technical Direction

Supervisor: Joseph Martek
From February 2004 to July 2006

Development and deployment of multimedia application, wireless networks and domestic audio-visual appliance. Network administration and technical support. Coordination and planification of R&D, production, purchases and quality control. Coop students supervision.

Environment:

Debian GNU/Linux, Windows XP Home Edition, Windows XP Media Center, Windows XP Embedded, C/C++, GTK, Python, PHP, C#, VBS, Javascript, Freevo, Firefox, Mambo, Microsoft Embedded Studio, C#-Develop, Microsoft Media Services, XMLTV, Snapstream Media Suite, FirecastOS, Request Tracker, MRTG, SNMP, Nagios, Faqomatic, SQL-Ledger, Subversion.

Other Work Experience

- Solvision inc.** - Software Developer;
From August 2006 to September 2007.
- Acktomic inc.** - Software specialist;
From August 2003 to February 2004.
- Prodesol inc.** - Software specialist;
May 2003 to August 2003.
- École Polytechnique de Montréal** - Student;
From October 2002 to March 2003.
- Visuaide inc.** - Developer - Hardware integration;
From February 2000 to May 2002.
- Beltron Technologies inc.** - Test Engineer;
From January 1999 to February 2000.