

Luc Sarzyniec

Software Engineer

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Experience

Oct. 2018
Present **Backend developer — Booking.com (Amsterdam)**

Working in a team that deals with third-party inventory.

Nov. 2017
Aug. 2018 **Senior software engineer — Qwant**

Tech leader in the shopping and knowledge dept. of the Qwant European search engine. Worked on product classification and on the extraction of metadata from Wikipedia.

- Product classification, Dynamic programming, Knowledge eng.
- Python, flask, REST, fastText, DBpedia, OWL, Docker, Gitlab CI

Sept. 2014
Nov. 2017 **Senior software engineer — Xilopix**

Worked in the Parallel Processing department of the Xilopix search engine's development team. Developed from scratch a distributed computing framework, bootstrapped a distributed web crawler/scrapper and worked on the search engine's core.

- Distributed computing, Web crawling/scraping, Machine learning
- Ruby, Python, RabbitMQ, Redis, Elasticsearch, MongoDB, Docker

Oct. 2013
June. 2014 **System engineer — Inria**

Administration, improvement and development of the Grid'5000 experimental platform composed of 1000+ nodes dispatched on 30+ clusters localised in 10+ sites.

- Ruby, Puppet, large scale & parallel experimentation, HPC admin.

Oct. 2011
Oct. 2013 **Software engineer — Inria**

Maintained and improved the Kadeploy3 deployment solution. The software is used by administrators to automatically and quickly install and configure OS images on hundreds of nodes.

- Ruby, REST, MySQL, MaaS, PXE, disk cloning, parallel prog.

Feb. 2011
Sept. 2011 **Junior engineer — Loria**

Developed the Distem emulation software used to transform a homogeneous cluster into a platform where nodes may have different performances and network topologies.

- Ruby, C, containers, software emulation, traffic shaping

Apr. 2010
Aug. 2010 **Intern — Université de Lorraine**

Studied reinforcement learning of a complex task by splitting it into several sub-tasks. Simultaneous improvement of motion and sensing skills of an agent. Practical application on a robot.

- C++, neural networks, reinforcement learning, Q-learning

Education

2010 – 2011 **Master of research in Computing Sciences**

Cum laude, Science Faculty, Université de Lorraine

2007 – 2010 **Master of Computer Engineering**

TELECOM Nancy, Université de Lorraine

2005 – 2007 **DUT in Computing Sciences**

University Institute of Technology, Université de Lorraine

Computer skills

Development

Python, Ruby, Perl, C, Java, REST

Backends

*RabbitMQ, Redis, Elasticsearch, *SQL, MongoDB, JanusGraph*

Machine learning

NN, RL, Q-Learning, HMM

Development tools

Git, Docker, GitHub, Gerrit, Jenkins

Software engineering

CI, code review, automation, test units, open-source, versioning

System

Shell, containers, virtualisation, Linux, systemd, packaging, Docker, LXC, k8s

Scientific contributions

1 journal, 4 articles, 2 challenges

Online certifications

Cryptography, Stanford University

Personal projects

libgen, icu.cr, groinc, dockerfilles, more

Language skills

French: native

English: full professional prof.

German: elementary

Interests

Free and open-source software

Video games, raid leading

Board and role playing games

Additional information

Driving license

References

Sébastien Demange, *Qwant*

Cyril March/Laurent Vallar, *Xilopix*

Emmanuel Jeanvoine, *Inria*

Lucas Nussbaum, *Loria*