

Antoine Champion

Software Engineer

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Developer with experience from two jobs, one entrepreneurial effort and multiple projects. I love to challenge myself and learn from the knowledge of my pairs.

Technical skills

Programming

C# • C++ • Python • JS / TS

Web

ASP.NET • Node • React • Angular

DevOps

Kubernetes • Docker • Azure • GCP

Databases

MySQL • Redis • MSSQL • MongoDB

Shells

Bash • Powershell

Planning & Teamwork

Git • Gitflow • Jira • MS Visio

Legend: **expert** • *intermediate*

Spoken Languages: French (native), English (C1 TOEIC: 980/990)
Used to work in Agile teams with SCRUM or Kanban backlogs.

Education

School

2020 • Engineering school (MSc / Grandes Écoles), Arts et Métiers ParisTech

Coursework: Computer Science, Statistics, Project management, Product design, Lean management

2017 • Classes préparatoires Jules Ferry, Versailles

Intensive undergraduate in mathematics and physics

2015 • High-school diploma, Lycée Georges Cabanis, Brive-la-Gaillarde

Certifications

2020 • Offensive Security Certified Professional (OS-80497)

2018 • [Machine Learning](#), [Neural Networks and Deep Learning](#), [Improving Deep Neural Networks: Hyperparameter tuning, Regularization and Optimization](#), [Convolutional Neural Networks](#), [Structuring Machine Learning Projects](#), [Sequence Models](#) - Stanford University

Experience

Valorissimo - Software Engineer

Since Feb. 2021, Paris, France

Technologies: Typescript, NodeJS, Angular, C#, Kubernetes, Azure Cloud

B2B real estate marketplace relaying developer offers to contractors.

- Rewrote the API Gateway from Azure PaaS to a load-balanced and fault tolerant C# containerized application.
- Helped the Lead Cloud Architect to manage and maintain our Kubernetes cluster.
- Created an orchestrator to deploy on-demand standalone instances of the applicative stack.
- Integrated a CRM software suite into the marketplace using vendor APIs and custom data pipelines.
- Architected and programmed an electronic signature module as a microservice out of a monolithic back-end, in strong collaboration with product owners and UX designers

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Soundspear - Founder and sole developer

Since Dec. 2020

Technologies: C++ (Boost, JUCE), C#, JS, React, Kubernetes

Editor of audio software for music composers and sound engineers (soundspear.com).

- Created and managed the brand from design to delivery: programming, marketing and distribution
- Wrote all of the core software including performance-critical C++ code for realtime audio processing and implemented digital signal processing techniques from research papers.
- Created a web platform to buy the software and designed licensing APIs.
- Planned business strategy (market analysis, value chain, BCG diagram, marketing targets...).
- Created continuous integration pipelines for website deployment and multiplatform software build.

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Digigladd - Intern (6 months) then Software Engineer

Aug. 2019 - Feb. 2021, Paris

Technologies: C#, ASP.NET, Node, PHP, Python, Keras, Kubernetes

Consulting & investment firm on various applicative, web and AI projects.

- Design, development and integration of a deep learning pipeline for an advertising regulator to analyze age and gender based on hundreds of hours of videos.
- Acquisition of online retailers, rebuilding e-commerce platforms from scratch and implementation of referral systems to maximize engagement and revenue.
- Evaluated the technical abilities of several IT entrepreneurs for venture capital investing.

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A&M Junior Entreprise - Software Engineer

Jan. 2018 - Apr. 2018, Lille, France

Technologies: C#, .NET Core, Google OR-Tools

Student-run consulting organization that provides services to diverse businesses.

- Designed algorithms to match and optimize employees with assignments for a travel company using operations research.

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Interests

- Writing software as a hobby since I was 13. Started with Commodore BASIC.
- Music, especially computer assisted music.
- Travel, searching for unusual places (went to Transnistria, Faroe Islands, Georgia...)
- Spent 2 months in Hai Phong, Vietnam to teach French to Vietnamese children (summer 2019).

Projects

- [Proof of concept](#) of a method for generating highly metamorphic assembler code using neural networks.
- Contributor to the *open-source* chess AI [Stockfish](#).
- Creator and maintainer of [a library](#) (*open-source*) to the R programming language.
- Occasional [writer](#) for the journal Towards Data Science on Medium.

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References (Contact information available on request)

Pierre-Henry Baudin: *Solution Engineer at Google*
Jean-Pascal Rambaud: *Tech Lead at Valorissimo*
Yohann Barré : *Former CTO of Digigladd*