




Thomas Jost

Software engineer — full-stack developer



details

French, living in Vandœuvre-lès-Nancy authorized to work in the EU

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languages

French: native tongue
English: fluent, full professional proficiency
German: limited working proficiency

skills

Python (Django, Flask...)
Go, C/C++, Java, Elixir
JavaScript (ES6, node.js)
CSS3 & HTML5, PHP, VueJS
SQL, REST & GraphQL APIs
Linux, Docker, IP networks
Heroku, DigitalOcean, AWS
git, git-flow, GitHub, GitLab
parallel computing, HPC
R&D, data science, big data

interests

sports (running, swimming)
avid reader (comics, sci-fi)

introduction

Passionate about software engineering, I like to design programs that solve real-world problems.

Experimented in software architecture, design and development, I am able to run complex and ambitious projects from the initial idea to the finished product, and to provide support to users.

experience

- since 2016 **STIBIDIK — Co-founder and CTO** Nancy, France
Creation of a **marketplace** dedicated to vintage fashion, and of tools helping boutiques to **digitize their activity** and start selling online.
- Company creation: incorporation, administrative and financial strategy and management...
 - Design and development of an **online marketplace**: **Django** back-end, **PostgreSQL** database integrated with **Elasticsearch**.
 - Design and development of a PoS software for vintage boutiques that integrates with the marketplace, and user support.
 - Hosting and code deployment with **git**, **Gitlab CI**, **fabric** and **Docker swarm**.
 - **GDPR compliance** management as company **Data Protection Officer**.
- 2013 – 2016 **FINDSPIRE – Lead developer** Nancy, France
Development of a **music and video streaming** service (more than 7M tracks, 400k images, 35k video clips in 3 years).
- **Design and full-stack development** of a large part of the technical platform, in direct collaboration with the CTO (first employee).
 - Development of the **web back-end**, **asynchronous tasks** (audio, video and image processing, push notifications, music distributors content ingestion, reporting...), of the in-house multi-DB ORM (CouchDB, Redis, Elasticsearch), and of the **Android application**.
 - System administration (Linux, Puppet, nginx...).
- 2010 – 2012 **Inria – Research project** AlGorille team, Nancy, France
 - Study of numerical algorithms: sparse linear solvers on GPU clusters. Several academic publications and conferences; resulting codes were integrated to an open source scientific computing library. Technologies: C/C++, **GPU**, **CUDA**, MPI, OpenMP.
 - Teaching assistant: intro to OOP in Java (first year class), authentication and content management systems (third year class).
- 2008 **SAGEM Sécurité – Software engineering intern** Éragny-sur-Oise, France
Automation of accuracy tests for a fingerprint identification system. This tool, written in Python, is used internally for QA purposes.
- since 2006 **Open Source development**
Contribution to many projects: Arch Linux, ImageMagick, Hugo, InfluxDB, Glib, buddycloud, notmuch, healthchecks.io, Python libraries, Emacs...

education

- 2006–2009 **MSc in Software Engineering** Supélec, Metz, France
Major in Computer Science and Knowledge Engineering (distributed computing, artificial intelligence, machine learning...)
- 2009 **MS in Computer Science** Université Henri Poincaré, Nancy, France
Specialization in “Perception, Reasoning, and Multimodal Interaction”