Nicolas Antoine

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Education

2018	**High School, Baccalauréat Général S - Spé Maths**, Lycée Hector Berlioz, Vincennes, France
2018-2023	**Software Engineering, Epitech Paris**, Le Kremlin-Bicêtre, France
2021-2022	**Computer Science, San Francisco State University**, San Francisco, California

Skills

Programming	C, C++, some x86 Assembly, Javascript, Golang, Python, Bash scripting, GLSL
Frameworks and libraries	Node.js, React.js, Next.js, Express.js, React Native, Google APIs, OpenGL
Computer systems	UNIX-like systems (Debian, RHEL, Alpine Linux, macOS), ARM computers (Raspberry Pi), IBM POWER computers, some IBM i, some AIX, computer networks, routing
Software and technologies	Terraform, Ansible, Jenkins, Docker, LXC, KVM virt., vim, make, git, apt, yum, npm/yarn, Caddy, apache2, bind9, Grafana, Prometheus
Markup and typesetting	LaTeX, HTML/CSS, JSON, YAML, XML, Markdown
Multimedia	Blender, GIMP, ffmpeg, FL Studio

Work experience

Internship at S&E Cloud Experts, Montréal, QC, Canada

5 Months - 2019

Wrote a Node.js app with a React web frontend that connects to Google APIs to periodically change everyone's Gmail signature using a company-wide HTML template in a G Suite domain.

Did some DevOps consulting for a client in Québec City and helped them move their infrastructure to Google Cloud Platform.

Did on-site IT support at several law firms in and around Montréal.

Internship at Société Générale (IBM i), Fontenay-sous-Bois, France

4 Months - 2021

Worked with IBM Power servers in an enterprise environment, the AIX and IBM i operating systems and Red Hat Enterprise Linux.

Installed and helped the team switch to open source software such as LPAR2RRD, Grafana and Zabbix as well as apache2. Containerized the clamav antivirus to allow for remote virus scanning.

Installed PowerVC to migrate to an internal cloud environment for provisionning, creating, and deleting IBM i LPARs.

DevOps internship at Société Générale (IAS/DDI), Fontenay-sous-Bois, France

6 Months - 2022-2023

Worked in the DNS, DHCP, IPAM team as a DevOps intern, wrote a GUI for the DNS and IPAM API and developed a solution for piping logs from nameservers to a data lake and in turn to a Grafana dashboard.

Projects

School projects

Rewrote most of the C standard library in C and part of it in NASM assembly (memset, memcpy, strchr, rindex, etc...). Wrote a mksh shell clone in C with built-ins such as cd and setenv. Wrote an implementation of malloc using sbrk. Wrote a C++ rendering engine that can dynamically switch libraries at runtime (SDL2, OpenGL).

Personal projects

Wrote various mobile applications including a license plate quiz game in React Native, mods for GTA4 in C#. Wrote various full-stack applications with Node.js, React.js, Golang. Built a small homelab with a dnsmasq server as well as a bind9 DNS server and various services each with their own DNS records. Wrote a falling sand engine in C++ with OpenGL.