Yvan Sraka

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▬▬▬▬ Contract jobs

- ○ 2022..2024 (2 years) Paris, **Contractor @ IOG** Senior DevX Engineer, contributing to Rust, Nix, and Haskell upstream tooling. I designed the Rust/Haskell interoperability tools suite `cargo-cabal` and `hs-bindgen`, the Nix `contracts` library, and maintaining the Cabal, devx and `haskell.nix` build infrastructures.
- ○ 2021..2022 (6 months) Paris, **CDI @ MassaLabs** Senior Rust engineer on an Open-Source decentralized and scaled blockchain, wrote the smart-contract runtime and developer tooling
- ○ 2019..2020 (1 year) Paris, **CAPE @ P//** Isograd ; ESGI (Systems and Networks programming in Rust and DevOps lectures for Master students) ; La Boussole (making an educative mobile VideoGame about Privacy helping users handle their personnal data)
- ○ 2019 (6 months) Paris, **Internship @ ANTIQUE Team (ENS/INRIA/CNRS)** working on static analysis of Kappa language
- ○ 2018 (6 months) Paris, **CTO @ PassTech** Development of a first technical stack, scientific advisory for recommendation methodology and specification of the need for UX and visual communication for an incubated startup @ Schoolab
- ○ 2017 (9 months) Paris, **Freelancer** Simplon.co (development from scratch of an MVP based on user recommendations for Afev & organization of a hackaton on "data-journalism" topic) ; Isograd (writing subjects of algorithmic competitions, such as "Le Meilleur Dev de France") ; Cowork.id (e-mailing strategy) ; FlitDesk (CTO of an early funded startup)
- ○ 2016 (9 months) Montreuil, **Trainer @ Simplon.co** Management of 6-month trainings in web development for publics far from internet and computing industries, cursus development, community animation and technical direction
- ○ 2016 (6 months) Paris, **Animator @ Magic Makers** Animation and educational design of fun learning workshops for programming in school and out-of-school settings
- ○ 2014..2015 (1 year) Villejuif, **Software developer @ Sculpteo (3D Printing Online Service)** System administration and technical stack optimization of a CAD infrastructure under heavy demand constraints
- ○ 2013..2014 (1 year) Issy-les-Moulineaux, **Apprentice in Computer Engineering @ Sculpteo** Features development for web and mobile front-end, implementation of 3D algorithms from the literature

▬▬▬▬ University cursus

- ○ 2019..2020 (M2 Research) **CRI - Université de Paris (Paris 7),** Master AIRE-LiSc:
  Interdisciplinary Approaches in Research and Education, Life Sciences track
- ○ 2014..2015 (M1) 2018..2019 (M2 Research) **Jussieu - Sorbonne Université (Paris 6)**, Master BIM-Info:
  Computer Science specialization in Bioinformatics and Modeling
- ○ 2013..2014 Kremlin-Bicêtre, **EPITA**, ING1: *Computer Engineer by Apprenticeship*
- ○ 2011..2013 Périgueux, **University of Montesquieu Bordeaux IV**, DUT: *Biological Engineering option Agronomy*
- ○ 2011..2013 Distance Learning, **CNED Grenoble**, BTS IRIS: *Computers and Networks for Industrial and Technical Services*
- ○ 2009..2011 Terrasson, **Lycée Saint-Exupéry**, Baccalauréat: scientific option obtained with honors

▬▬▬▬ Technical skills

- ○ **System and Software programing:** C++ 20 ▪▪▪▪ C 11 ▪▪▪▪ Rust 2021 ▪▪▪▪ C# .NET 7 ▪▪▪ Java 8 ▪▪▪ Go ▪▪
- ○ **Functional programming:** Racket 7 ▪▪▪▪ Haskell 2010 ▪▪▪ OCaml 4 ▪▪▪
- ○ **Computer Graphics and Games development**: GLSL Shadering ▪▪▪▪ OpenGL 4 ▪▪▪ Unity 3D 2019 ▪▪▪
- ○ **Computer Sciences:** Algorithms & Data structures ▪▪▪▪▪ Langage & Types theory ▪▪▪▪ Linear algebra ▪▪▪
- ○ **Machine Learning:** Markovian, Bayesian and Convex methods ▪▪▪▪ Keras with Tensorflow backend ▪▪▪
- ○ **Scripting:** Python 3 ▪▪▪▪▪ PHP 7 ▪▪▪▪ Bourne shell (zsh) ▪▪▪ Ruby 2 ▪▪
- ○ **Web "front-end":** ECMAScript 6 ▪▪▪▪▪ React JS ▪▪▪▪ HTML5 ▪▪▪▪ CSS3 ▪▪▪▪ WebAssembly ▪▪▪ Webpack ▪▪▪
- ○ **Web "back-end":** Django ▪▪▪▪ Node.js ▪▪▪▪ Flask ▪▪▪ Sinatra ▪▪▪
- ○ **HTTP Servers & Databases:** Nginx ▪▪▪▪ Apache ▪▪▪ [Postgre, My]SQL ▪▪▪ MongoDB ▪▪▪ GraphQL ▪▪ Redis ▪▪
- ○ **Mobile development:** React Native ▪▪▪▪ Android (Kotlin) ▪▪▪ iOS (Swift) ▪▪▪ HP Palm WebOS & Windows Phone
- ○ **GUI:** Qt 5 ▪▪▪▪ SDL 2 ▪▪▪ PyGame ▪▪▪ GTK 3 ▪▪
- ○ **OS:** Linux ▪▪▪▪▪ BSD/macOS ▪▪▪ Microsoft DOS/Windows ▪▪▪
- ○ **System Administration (CI, CD):** Nix(OS) ▪▪▪▪ **Virtualization & Containers:** KVM Docker LXC Vagrant
- ○ **Tooling:** Git ▪▪▪▪▪ (La)TeX ▪▪▪▪▪ (Neo)Vim ▪▪▪ (Spac)Emacs ▪▪ Common CLI UNIX tools
- ○ **Pedagogical environments:** Scratch ▪▪▪▪▪ Logo ▪▪▪▪ AppInventor ▪▪▪▪ Arduino ▪▪▪ MakeyMakey ▪▪▪

▬▬▬▬ Notable awards

- ○ 2013..2019 **Qualified in Google "Code Jam",** Algorithmic international competition
- ○ 2015 **Finalist of Matlab "Mission on Mars Robot Challenge",** Artificial Intelligence (AI) competition
- ○ 2012..2013 **Finalist of Prologin,** Algorithmic national competition
- ○ 2012 **Winner of Microsoft "Appli Awards",** Windows Phone development
- ○ 2011 **2nd place of Google "Nickel Chrome",** Development of a web application
- ○ 2010 **Winner of R. Schuman european contest,** General knowledge

▬▬▬▬ Miscellaneous

- ○ Spoken and written languages **Français:** langue maternelle | **English:** fluent | **Español:** un poquito
- ○ Driver license **Permis B** obtained in 2018 | Hobbies **Sports** Climbing, Hiking, Biking | **Associations** Prologin, Afev, Genepi, Fabelier