

Fabien Warniez Software Engineer - fabien@warniez.com - See full version at <http://fabien.warniez.com>

I am a Software Engineer with over 10 years of experience. The bulk of my experience is around designing and implementing web-based applications in PHP, .Net, and Java, as well as iOS applications which I have built in a professional context, and as personal projects.

My recent accomplishments include:

- being a major senior contributor to the Hootsuite Inbox (<https://help.hootsuite.com/hc/en-us/articles/360004266173-Hootsuite-Inbox-beta->) project for the past 2 years
- contributing to the delivery of several high profile web sites for Electronic Arts: Star Wars Battlefront (<https://starwars.ea.com/starwars/battlefront/>), Star Wars Galaxy of Heroes (<https://starwars.ea.com/starwars/galaxy-of-heroes/>), Mirror's Edge: Catalyst (<https://www.mirrorsedge.com/>), The Sims 4 (<https://www.thesims.com/>) (2 years, PHP, Symfony, AEM)
- creating and publishing an iOS app: Vie (<https://itunes.apple.com/us/app/vie-conways-game-of-life/id989686123>)
- leading a team of 7 to the delivery of CineCoup.com (<https://www.cinecoup.com/>) (1 year, PHP) — a new social-media powered platform for financing indie films.

Professional Experience

Senior Software Engineer

Hootsuite (<https://hootsuite.com/>), Vancouver, BC

January 2017 - Now

Skills acquired: Scala, MongoDB, Kubernetes, Functional Programming, React, PHP

- For the past 2 years I have been a major part of the design, implementation, and delivery of Hootsuite's latest product: Inbox. Inbox is all your private and direct messages in one place. It allows teams to view, manage, collaborate, and respond to incoming engagement on your social channels. Built using Scala, MongoDB, React, runs on Kubernetes.

Software Engineer — Backend

Electronic Arts, Inc. (<http://www.ea.com/>), Burnaby, BC

May 2014 - December 2016

Skills acquired: PHP, Symfony, Java, Play, Functional Programming

- Star Wars Battlefront (<https://starwars.ea.com/starwars/battlefront/>): Designed and delivered backend of all major features on the site. High reusability of code allowed for quick and efficient port of some features to other websites.
- Mirror's Edge: Catalyst (<https://www.mirrorsedge.com/>): Designed and delivered backend of all major features of the marketing web site.
- The Sims 4 (<https://www.thesims.com/>): Contributed to the initial delivery of the new The Sims 4 site, released for E3. Designed and delivered the web version of the Gallery, a tool that lets users share their Sims creations with other users.
- Dragon Age: Inquisition (<https://www.dragonage.com/>): Implemented tagging system for news articles.

Software Developer, Team Lead

Atimi Software (<http://www.atimi.com/>), Vancouver, BC

October 2013 - April 2014

Skills acquired: iOS Development, Objective-C, Advanced code profiling

- Major financial software, data and media company: Designed and implemented new features for their flagship iOS application
- Major financial software, data and media company: Implemented new features and bugfixes for the iOS version of their popular digital magazine
- Sports Team App Framework port to Windows Phone 8: Started implementing an improved version of the iOS framework for Windows Phone 8 until the project's funding was cut

Software Development Lead

Overinteractive Media / dimeRocker (<http://dimerocker.com/>), Vancouver, BC

August 2012 - September 2013

Skills acquired: PHP, Zend Framework, team management, code deployment strategy, data caching, Twitter Bootstrap, YouTube API, Amazon S3 API

- CineCoup (<http://www.cinecoup.com/>): Led the development of the *Film Accelerator*
- TELUS STORYHIVE (<http://storyhive.optiklocal.com/>): Led the development of a social platform to distribute grants for local community TV programming
- Social Farm: Built a multi-million row social data harvesting platform

Technology Consultant

Accenture (<http://www.accenture.com/>), Vancouver, BC

January 2012 - July 2012

Skills acquired: banking industry, big data management, analytics and reporting software, requirements management, driving of client interviews

- TD (<http://www.tdcanadatrust.com/>) / MBNA (<http://www.mbna.ca>) merger in Ottawa: Participated in the gathering of MBNA's data analytics and data warehousing needs before incorporation into TD's systems

R&D Technology Consultant

Accenture Technology Labs (<http://www.accenture.com/us-en/technology/technology-labs/Pages/index.aspx>), Sophia Antipolis, France

February 2008 - December 2011

Skills acquired: rapid prototyping, discovering new technologies, database design, working with external APIs, team management

- Developed multiple Interactive Wall (http://en.wikipedia.org/wiki/Interactive_whiteboard) applications in Adobe AIR, including one for Groupama Banque (<http://www.groupamabanque.com>)'s new headquarters
- Developed a mortgage simulator for Microsoft PixelSense (<http://www.pixelsense.com>) (f.k.a Surface)
- Developed a banking iPad application for Royal Bank of Scotland (<http://www.rbs.co.uk>)
- Trained and led a team in improving the accessibility of the Adobe Flex based Irish Revenue PAYE anytime (<http://www.revenue.ie>) online tax application
- Developed a real-time Silverlight based telemetry application for a Shell Eco-marathon (<http://www.shell.com/global/environment-society/ecomarathon.html>) team
- Designed and led the delivery of a reporting and analytics platform for social media brand pages

Personal Projects

Creator of the iOS app Vie (<https://itunes.apple.com/us/app/vie-conways-game-of-life/id989686123>)

My take on the popular Conway Game of Life for iOS. Written in Objective-C. The code is available on GitHub (<https://github.com/fabienwarniez/Vie>).
2015

Founder of TopButPES.com (<http://www.topbutpes.com>)

A popular community website where fans of Pro Evolution Soccer can watch, share and vote for their favourite videos of the game. Over 1000 visitors / day at its apex. Ranked higher than Konami's official website in Google search results. Built in PHP/MySQL.

January 2007 - Now

Contributor to Twitterizer (<http://www.twitterizer.net>)

A now abandoned .Net client library for the Twitter API.

July 2011

Education

Master of Science in Computer Engineering, MTI (Multimedia and Information Technologies) major

EPITA (<http://www.epita.fr>), Paris, France

August 2003 - July 2008

- Developed an FTP server in C
- Developed a search engine and its crawler in PHP
- Developed a project management application in Adobe AIR (team of 4)
- Developed a compiler for the Tiger programming language in C++ (team of 4)
- Developed a Wipeout-like video game in Delphi / OpenGL (team of 4)
- Developed a Tron-like video game in C (team of 2)

Baccalauréat S (Sciences) with honours

July 2003

Adobe Certified Expert in Flex with AIR

October 2009

Skills

Technologies

Proficient

PHP Symfony Objective-C Swift Java Play! MySQL C# ASP.NET MVC Microsoft SQL Server HTML / CSS
JavaScript Git

Current interest

Functional Programming Big Data NoSQL Swift Scala

Experience with

C C++ Java Adobe Flex / AIR Wordpress SVN

Concepts

MVC object-oriented programming dependency injection data caching i18n agile methodologies application design
database design SEO

Soft Skills

excellent problem-solving skills detailed-oriented adaptable autonomous likes challenges excellent written communication
team player

Languages

English, French, Spanish (basic)