Jeremy Chatelaine

Personal Information

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Date of birth: March, 1976

Languages: French (native), English (fluent), German (fair) and Japanese (notions)

Skills

Leadership	Business	
- Leadership in agile environment	- Equity & index derivatives	- C# .NET (3+ years)
- Certified SCRUM Master	- FIX & FIX/FAST protocols	- Windows specifics: Services, DLL, COM, MFC, DDE, Shell Extensions, Multithreading, Registry...
- Technical hiring	- Proprietary exchange price feeds & order and quote management	- Networking: TCP & UDP (broadcast & multicast), IOCompletion
- Performance appraisals	**Technical**	- IDE: Visual Studio from 6 to .NET 2008
- Technical coaching & team building	- Architecture & design patterns & UML	- Perforce source control administrator
	- Strong C++ developer (13+ years)	

Professional Experience

Engineering lead @ actant (Financial software company providing ultra fast quoting solution for market makers)

London, England & Zug, Switzerland   March 2007 – August 2010

Hands-on leadership & mentoring, architecture and design solution in C++ & C#.

Achievements:

- Scrum master leadership for a year on main core product team (10 people). Primary focus on knowledge transfer (technical & business), personal coaching & reviews, maintaining velocity despite frequent changes in team composition.

- Introduced SCRUM in the company as a pilot when leading and delivering a 5 months market connectivity project (EUREX/ETS&EBS), triggering a company wide adoption of agile and SCRUM at all levels.

- Lead development wide effort (60+ developers split in 2 offices - UK/CH) to replace source control system from VSS to Perforce, including conversion, training and workflow policies to ensure good adoption with minimal disruption. Later facilitated library versioning scheme & branch best practices for releases management improving time to market.

- Envisioned & lead architecture of a complete performance measurement framework & automatic diagnostics tools that supported performance initiatives (x10 faster) to sustain our main competitive advantage: speed.

- Supported new CEO's primary focus on learning customer business by designing and implementing an exchange simulation from scratch, working closely with our US trader expert to determine instruments & rules/margin calculation, enabling a company wide trading tournament to take place with our main software as client.

Senior software engineer @ BNP Paribas (Investment banking)

London, England   August 2006 – October 2006

Providing technical expertise. In charge of migrating back office source code from VC6 to Visual Studio 2005 in the technology group. Also conducting high level technical interviews for hiring process.

Senior software engineer @ Electronic Arts (Video game editor & publisher)

Chertsey, England   December 2004 - July 2006

C++ multi-platform software engineer in the core technology group.

Achievements:

- Risk management, requirements gathering and customer support to deliver an infrastructure solution (building automation) that was able to efficiently and effectively support two large teams (100+ each) on more than 30 different configurations.

- Lead a consultancy effort at "Criterion Studio", implementing agile methodology (eXtreme Programming), improving product development visibility as well as team motivation, superseding all targets in term of time and quality of product delivered.

- Designed and implemented cross platform networking library later used in various debugging tools and next-gen systems over standard EA libraries.

- Supported and helped redesigning the audio system to support new requirements of next generation consoles like efficient streaming with 3D sounds.

Senior developer @ Argonaut Games PLC (Video game independent editor)

London, England   April 2002- October 2004

Network programmer & workflow engineer; C++ multi-platform.

Achievements:

- Took an active role in various company-wide initiatives including working with the head of technology to implement and chair bi-weekly programming roundtables as a way to improve cross-team communication and to help technology sharing between the game and technology teams.

- Designed and developed a data-driven solution to empower content artists and designers using Macromedia Flash and Microsoft Visio. The code & technique was then used as a company solution across 3 different titles and led to a talk at the Game Developer Conference in San Jose, America in 2003.

- Responsible for overseeing critical path, production pipeline migration work (source assets in AlienBrain and art authoring in XSI) by working cross-discipline with leads of each area and facilitating communication between the game team and the central tools department.

- Built the first networking project of the company on Xbox Live (when Xbox live was being developed), leading implementation and formulating schedules. This later led to an article in "Develop" magazine.

Developer @ Lionhead Studios Ltd (Video game independent editor)

Guildford, England   May 2000 - April 2001

C++ gameplay programmer for Black & White published on PC by Electronic Arts.

Achievements:

- Contributed to improve the villagers & animal flock AI, scripting engine & internal scripts.

- Code re-factoring of the player interface 6 weeks from beta to enable the multi-player cooperative mode.

- Improving various core component libraries like the report library instead of using assert.

– Implemented high risks critical features such as the save and load in a constrained time.

Carapace (Video game editor)   Paris, France   July 1999 - February 2000

C/C++ front-end programmer for 'Beach Volleyball' on Playstation 1 and PC

Took additional responsibilities to refactor the game framework to support menus and game loop logic.

Planet Interactive (Video game editor) Paris, France   June 1999

Z80 AI programmer for Papyrus on Gameboy Color

Managed to programme the AI for 60 enemies with an unfamiliar language in a very short period of time

T.M.S. (Consulting company) Bourges, France   December 1997 - January 1999

Mainframe programmer in Pacbase (a COBOL generator) for Database migration, mission for Groupama (Insurance)

Created a "C to PacBase" converter tool that was quickly adopted by other programmers, boosting productivity by producing faster, more reliable & cleaner code.

Additional Experience

Personal projects include:

- A Real Time Strategy game named "Ants", features in "Joystick", first video games magazine in France (1999)

- A Multiplayer Online (client/server) top down space shooting game called "Startrip" (2000)

- A Massive Multiplayer Online Role Playing Game named "Kyrne", presented at the Milia (Cannes – 2002)

- Open source game libraries used in one commercial game named "My Little Flufties" (2006)

- A Multiplayer Online Real Time Strategy Game named "Battle for Independence", entered at the IGF (2008)

- Trading engine & application: TradeAtWork (2009-2010), exposure to various price feed APIs (Activ Financial, ZenFire, TD AMERITRADE, Bloomberg (B-Pipe), PatSystems, Interactive Brokers,...)

Lecturer – Press

- Speaker at the Develop Brighton Conference on large team development, July 2006

- Speaker at the University of Liverpool, November 2004 & 2005, Liverpool, England
Subject - "Love & Hate - Working in the video game industry" & "Walking on the moon"

- 3 page article in Develop magazine about Microsoft XBox Live implementation (Networking on Microsoft XBox) - Issue 41, July 2004

- Speaker at the Game Developers Conference, March 2003, San Jose, USA
Subject - "Enabling Data Driven Tuning via Existing Tools"

Education

University Diploma of Technology in Computer Science, 1995-1997 University of Orleans, France. (Obtained)

This French diploma is obtained after 2 years of study in computer science, including subjects like C++, algorithms and Database management.

Hobbies & General Interests

Trading equity & index derivatives, building an algorithm trading software for my own usage.

Reading books on self improvement, management, corporate strategies, psychology and trading.

Jogging daily.

References available on request.