ADRIEN CANINO

Senior Software Engineer

DETAILS

ADDRESS

Aix-en-Provence
France

PHONE

+33611312156

EMAIL

canino.ycan@gmail.com

SKILLS

C / C++

Docker

Golang

Automated Testing

Python

JavaScript / React

IT Project Management

HOBBIES

I like to buy, play and collect old games and consoles. I also play modern video games of course. I love art and music as well, even though I am terrible at drawing and playing my guitar. So to comfort myself, I watch movies.

LANGUAGES

French

English

PROFILE

Repetition is my kryptonite and monotony is my mortal enemy. Doing the same thing every day makes me fall asleep faster than counting sheep.
Basically, I'm like a thrill-seeking astronaut but not in space.

I need a job that makes me jump out of bed like a kid on Christmas morning, ready to discover new technologies and all the exciting challenges the world has to offer, because life is too short to be anything but enthusiastic about work.

RELEVANT WORK EXPERIENCES

Engineering Manager, Jam.gg

Apr 2022 – Mar 2023

Implementation of a cloud gaming service of 4M+ users for emulated retro games. Managed 3 Platform Engineers in direct report.
- Management of the Engineering Roadmap
- Management of sprint planning/retro (8+ engineers)
- Development of code quality improvement strategies (Testing, QA, CI/CD)
- Leading code quality for 8+ engineers
- Leading technical design and specification of solutions
- Scripting and development of internal features and processes (Go, React, Typescript, Python, NodeJS, Google Cloud Platform, Firebase)
- Management, Testing, Hiring, Onboarding...

Lead Platform Engineer, Jam.gg

Apr 2020 – Jul 2022

One of my first missions was to develop a Golang version of GGPO and to integrate it with Libretro emulators. Managed 2 Platform Engineers in direct report.
- Leading teams that deliver on multiple projects
- Working with XFN partners
- Driving roadmap execution on the platform and engineering initiatives
- Scoping feature and prioritization
- Producing technical design and specification of solutions
- Owning implementation of 50+ features
- Reviewing processes & integration

Innovation Engineer, Atos

Sept 2019 – Apr 2020

- Topics: IoT / Microsoft Azure / Fiware / Machine Learning / Predictive Maintenance
- Developer of innovative solutions to implement new technologies

Technical Director, Return

Oct 2016 – Jul 2019

The objective of the Return project was to establish cross-platform virtual gaming systems, enabling players to experience the nostalgia of retro video games through an exhaustive collection of games.
This includes the creation of a cross-platform application and the integration of emulator technology along with video game streaming capabilities.