Dimitri Sabadie

91 rue de Montreuil
75011
06 20 09 32 19
dimitri.sabadie@gmail.com
https://github.com/phaazon
https://phaazon.net

Born on the 15th of March 1992 (24 years old)
French driving license (B)
French nationality

Software Engineer (CTI)

Skill

Programming languages	C, C#, **C++14**, D, **Haskell**, Idris, Java, Javascript, Python, **Rust**
Shading languages	**GLSL330–450**
Scripting languages	Bash, sh, zsh, Perl
Libraries and technologies	**OpenGL 4.5**, OpenAL 1.1, SDL, **GLFW**, Blender
OS	Mac OSX, **GNU/Linux**, Windows
Web servers	Apache, Nginx, Happstack, **django**
Build systems	**cabal**, CMake, **git**, make, **docker**, autoconf, automake, **cargo**
Markup languages	CSS, HTML, **Markdown**, Pandoc
Database	SQL Server, MySQL, Oracle, sqlite, mongodb, **PostgreSQL**
Debug	gdb/pdb, valgrind, perf, rr

Experience

Open Source / Free software (non-exhaustive)

As an author

ion	Rust demoscene framework (rendering, animation, synchronisation, sound)
luminance	Rust / Haskell graphics framework (type-safe, stateless)
luminance-gl	Rust graphics framework – OpenGL backends
wavefront	Haskell Wavefront OBJ loader
quaazar	3D realtime Haskell engine
al	OpenAL 1.1 Haskell binding
smoothie	Splines in N dimensions
monad-journal	Pure monadic logger (typeclass and monad transformer)
phaazon.net	Written with Happstack ; hosts my portfolio
tellbot	Bot IRC (HTML link detection, messaging, channel administration, etc.)
hid	HID Haskell binding (via libusb)

[sebcrozet/nalgebra](#)	quaternion exponentiation / various generic fixes
[google/font-rs](#)	various Rust fixes (enhancements, good style coding, etc.)
[PistonDeveloppers/wavefront_obj](#)	added more parser elements
[corsis/clock](#)	patch for Windows monotonic clocks
[ekmett/gl](#)	fixed the specifications (gl.xml) parser
[ekmett/linear](#)	added dilatation matrices in N dimensions
[fpco/stackage](#)	Stackage LTS snapshots contribution with all my Haskell packages
[kazu-yamamoto/ghc-mod](#)	fixed compiler bugs and helped adding monad-journal

Demoscene

[Céleri Rémoulade](#)	PC Demo Linux/Windows released at Evoke 2016
[Heat Station](#)	Intro 64k Windows released at Evoke 2013
[Lightning Road To Liquid Radiator](#)	Intro 64k Linux released at Outline 2013

Employment experience

2015 – current	Sculpteo – Software Engineer (shading, mesh reparation, format parser, site integration, sysadmin / stack archictecture, production solutions, front, back, etc.)
2012 – 2015 (3 years)	Essilor – Industrialization and Production manager assistant (production and infrastructure)
2012 (3 months)	Multeegaming – Trainee Web Zend Framework

Education

2012 – 2015	École Française d'Électronique et d'Informatique (EFREI) – Software Engineer CTI
2014	Ten weeks long immersion in England – Staffordshire University
2010 – 2012	IUT Bordeaux 1 département informatique – DUT Informatique
2008 – 2010	Lycée Les Iris – Baccalauréat SSI Mathématiques AB

Languages

Français	Native
English	Professional proficiency (TOEIC 915, ILR 4)

Miscellaneous

Sport, swimming, skiing, demoscene, numeric art, music, electric guitar, cinema…