

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)

As a contributor

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
fpc/stackage	Stackage LTS snapshots contribution with all my Haskell packages
kazu-yamamoto/ghc-mod	fixed compiler bugs and helped adding monad-journal

Demoscene

Célieri 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 architecture, 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...