Paul-Louis AGENEAU, PhD

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Date of birth: May 11th, 1988

Educational background

2013 - 2017	**PhD in Computer Science from Télécom Paris** - Advised by Nadia BOUKHATEM Reliability and Deployment Issues of Network Coding in Wireless Networks *Collaboration with* Mario GERLA *at the Network Research Lab, UCLA*
2008 - 2012	**École Polytechnique** - Engineering studies, major in Computer Science *One of France's top-ranking schools for science and engineering*
2011 - 2012	**Télécom Paris** - Last year of engineering studies, major in Computer Networks *One of the finest French institutions in the field of telecommunications* **Master of Computer Networking, UPMC** - Valedictorian of my class *Courses attended in parallel at Université Pierre et Marie Curie, member of Sorbonne Universités*

Work Experience

Jun 2022 -	**Senior Software Engineer at Netflix** Low Latency Streaming Performance R&D for Netflix Open Connect
Dec 2019 - Jun 2022	**Freelance Software Engineer** Software development and network consulting Free software projects (*e.g.* libdatachannel, a C/C++ WebRTC network library)
Sep 2018 - Nov 2019 Aug 2017 - Sep 2018	**Lead R&D Engineer at Streamroot (now Lumen)** **Peer-to-Peer R&D Engineer at Streamroot (now Lumen)** Leading the Research and Development team (Engineering and Data Science) to enhance a WebRTC-based hybrid Peer-to-Peer network solution for video streaming
Jul 2012 - Dec 2012	**Research internship at the Telecommunication Networks Group, TU Berlin** Improving the performance of MPEG DASH over wireless networks
Apr 2011 - Jul 2011	**Research internship at the LINCS (Laboratory of Information, Networking and Communication Sciences - INRIA, UPMC, Institut Télécom)** Benchmarking and enhancements on a distributed Video On Demand prototype
Jul 2010 - Aug 2010	**Internship at EDF - West Burton CCGT** Internship on a power plant construction site near Lincoln, UK
Sep 2008 - Apr 2009	**Internship at the DGA (French Armament Procurement Agency)** Web development for business software

Computer skills

- **Network applications:** Protocols (*e.g.* WebRTC stack), Algorithms, Peer-to-Peer networks
- **Backend and embedded development:** C++ 17, C, Python, GNU/Linux, Android, Docker, SQL
- **Full stack development:** JavaScript, TypeScript, Node.js, Vue.js, Flask, WebAssembly
- **OpenGL development:** OpenGL 3/4/ES, GLSL, WebGL
- **Prototyping:** Small automated and robotic systems, 3D printing, Raspberry Pi, Arduino

Languages

- **French:** Native language
- **English:** Fluent
- **German:** Intermediate
- **Italian:** Intermediate