Laurent Le Brun

http://laurent.le-brun.eu
laurent@le-brun.eu

Software Engineer

Objective

Make the world better using software engineering.

Experience

Senior Software Engineer, Google
Munich — since 2011

Working on Google's build system, Bazel, focusing on extensibility and scalability.

Contractor, Microsoft Research
Cambridge, UK — 2010-2011

Worked for several contract positions. My work led to the open-source release of F#, Linux/Mac packages, better editors for F# on Unix, and port of F# compiler to Silverlight (tryfsharp.org).

Research Engineer, MLstate
Paris — 2009

Worked on OPA, MLstate's compiler for building dynamic websites (server & client), on the compiler frontend and language design. Was in charge of the web server for both Linux and Windows.

Intern, then Contractor, Microsoft Research
Cambridge, UK — 2008

Worked in the F# compiler team on various topics: Standard library, concurrent library, performance testing, and bug fixes.

Side-Projects

Shader Minifier, a tool to minify GLSL and HLSL source code.
Felix's Workshop, a 3D real-time procedural animation with music, in only 64kb. Shown at SIGGRAPH 2013.
Emacs mode for F# (using Emacs Lisp), providing Intellisense support.

Skills

Languages: F#, OCaml, C, C++, C#, Go, Java, Python, Shell Script (bash).
Theory knowledge: Compilation and theory of computer languages, functional programming, graphics programming (OpenGL, GLSL), procedural generation, network programming, asynchronous and parallel programming, image processing, real-time computing.

Education

Epita
Engineer's degree — 2002-2007

Last update: May 2016