

# Fabien Warniez Software Engineer - [fabien@warniez.com](mailto:fabien@warniez.com) - See full version at <http://fabien.warniez.com>

I am a Software Engineer with over 10 years of experience. The bulk of my experience is around designing and implementing web-based applications in PHP, .Net, and Java, as well as iOS applications which I have built in a professional context, and as personal projects.

My recent accomplishments include:

- contributing to the delivery of several high profile web sites for Electronic Arts: Star Wars Battlefront (<https://starwars.ea.com/starwars/battlefront>), Star Wars Galaxy of Heroes (<https://starwars.ea.com/starwars/galaxy-of-heroes>), Mirror's Edge: Catalyst (<https://www.mirrorsedge.com>), The Sims 4 (<https://www.thesims.com>) (2 years, PHP, Symfony, AEM)
- creating and publishing an iOS app: Vie (<https://itunes.apple.com/us/app/vie-conways-game-of-life/id989686123>)
- leading a team of 7 to the delivery of CineCoup.com (<https://www.cinecoup.com>) (1 year, PHP) — a new social-media powered platform for financing indie films.

## Professional Experience

### Software Engineer — Backend

Electronic Arts, Inc. (<http://www.ea.com>), Burnaby, BC

May 2014 - Now

Skills acquired: PHP, Symfony, Java, Play, Functional Programming

- Star Wars Battlefront (<https://starwars.ea.com/starwars/battlefront>): Designed and delivered backend of all major features on the site. High reusability of code allowed for quick and efficient port of some features to other websites.
- Mirror's Edge: Catalyst (<https://www.mirrorsedge.com>): Designed and delivered backend of all major features of the marketing web site.
- The Sims 4 (<https://www.thesims.com>): Contributed to the initial delivery of the new The Sims 4 site, released for E3. Designed and delivered the web version of the Gallery, a tool that lets users share their Sims creations with other users.
- Dragon Age: Inquisition (<https://www.dragonage.com>): Implemented tagging system for news articles.

### Software Developer, Team Lead

Atimi Software (<http://www.atimi.com>), Vancouver, BC

October 2013 - April 2014

Skills acquired: iOS Development, Objective-C, Advanced code profiling

- Major financial software, data and media company: Designed and implemented new features for their flagship iOS application
- Major financial software, data and media company: Implemented new features and bugfixes for the iOS version of their popular digital magazine
- Sports Team App Framework port to Windows Phone 8: Started implementing an improved version of the iOS framework for Windows Phone 8 until the project's funding was cut

### Software Development Lead

Overinteractive Media / dimeRocker (<http://dimerocker.com>), Vancouver, BC

August 2012 - September 2013

Skills acquired: PHP, Zend Framework, team management, code deployment strategy, data caching, Twitter Bootstrap, YouTube API, Amazon S3 API

- CineCoup (<http://www.cinecoup.com>): Led the development of the *Film Accelerator*
- TELUS STORYHIVE (<http://storyhive.optiklocal.com>): Led the development of a social platform to distribute grants for local community TV programming
- Social Farm: Built a multi-million row social data harvesting platform

### Technology Consultant

Accenture (<http://www.accenture.com>), Vancouver, BC

January 2012 - July 2012

Skills acquired: banking industry, big data management, analytics and reporting software, requirements management, driving of client interviews

- TD (<http://www.tdcanadatrust.com/>) / MBNA (<http://www.mbna.ca>) merger in Ottawa: Participated in the gathering of MBNA's data analytics and data warehousing needs before incorporation into TD's systems

## R&D Technology Consultant

Accenture Technology Labs (<http://www.accenture.com/us-en/technology/technology-labs/Pages/index.aspx>), Sophia Antipolis, France  
*February 2008 - December 2011*

Skills acquired: rapid prototyping, discovering new technologies, database design, working with external APIs, team management

- Developed multiple Interactive Wall ([http://en.wikipedia.org/wiki/Interactive\\_whiteboard](http://en.wikipedia.org/wiki/Interactive_whiteboard)) applications in Adobe AIR, including one for Groupama Banque (<http://www.groupamabanque.com>)'s new headquarters
- Developed a mortgage simulator for Microsoft PixelSense (<http://www.pixelsense.com>) (f.k.a Surface)
- Developed a banking iPad application for Royal Bank of Scotland (<http://www.rbs.co.uk>)
- Trained and led a team in improving the accessibility of the Adobe Flex based Irish Revenue PAYE anytime (<http://www.revenue.ie>) online tax application
- Developed a real-time Silverlight based telemetry application for a Shell Eco-marathon (<http://www.shell.com/global/environment-society/ecomarathon.html>) team
- Designed and led the delivery of a reporting and analytics platform for social media brand pages

## Personal Projects

### Creator of the iOS app Vie (<https://itunes.apple.com/us/app/vie-conways-game-of-life/id989686123>)

My take on the popular Conway Game of Life for iOS. Written in Objective-C. The code is available on GitHub (<https://github.com/fabienwarniez/Vie>).  
*2015*

### Founder of TopButPES.com (<http://www.topbutpes.com>)

A popular community website where fans of Pro Evolution Soccer can watch, share and vote for their favourite videos of the game. Over 1000 visitors / day at its apex. Ranked higher than Konami's official website in Google search results. Built in PHP/MySQL.

*January 2007 - Now*

### Contributor to Twitterizer (<http://www.twitterizer.net>)

A now abandoned .Net client library for the Twitter API.

*July 2011*

## Education

### Master of Science in Computer Engineering, MTI (Multimedia and Information Technologies) major

EPITA (<http://www.epita.fr>), Paris, France

*August 2003 - July 2008*

- Developed an FTP server in C
- Developed a search engine and its crawler in PHP
- Developed a project management application in Adobe AIR (team of 4)
- Developed a compiler for the Tiger programming language in C++ (team of 4)
- Developed a Wipeout-like video game in Delphi / OpenGL (team of 4)
- Developed a Tron-like video game in C (team of 2)

### Baccalauréat S (Sciences) with honours

*July 2003*

### Adobe Certified Expert in Flex with AIR

*October 2009*

## Skills

### Technologies

#### Proficient

PHP Symfony Objective-C Swift Java Play! MySQL C# ASP.Net MVC Microsoft SQL Server  
HTML / CSS JavaScript Git

#### Current interest

Functional Programming Big Data NoSQL Swift Scala

#### Experience with

C C++ Java Adobe Flex / AIR Wordpress SVN

### Concepts

MVC object-oriented programming dependency injection data caching i18n agile methodologies  
application design database design SEO

### Soft Skills

excellent problem-solving skills detailed-oriented adaptable autonomous likes challenges  
excellent written communication team player

## Languages

English, French, Spanish (basic)