

# Paul-Louis AGENEAU, PhD

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Date of birth: May 11th, 1988

## Educational background

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- 2013-2017 **PhD in Computer Science from Télécom ParisTech** - Advised by Nadia BOUKHATEM  
Reliability and Deployment Issues of Network Coding in Wireless Networks  
*Collaboration with Mario GERLA at the Network Research Lab, UCLA*
- 2011-2012 **Télécom ParisTech** - 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*
- 2008-2012 **École Polytechnique ParisTech** - Major in Computer Science  
*One of France's top-ranking schools for science and engineering*

## Work Experience

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- Feb 2020 - **Freelance Software Engineer**  
Specific software development and network consulting
- Sep 2018 - Nov 2019 **Lead R&D Engineer, Streamroot**  
Aug 2017 - Sep 2018 **Peer-to-Peer R&D Engineer, Streamroot**  
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 LINCIS (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 on an EDF power plant construction site in England**  
West Burton CCGT, near Lincoln
- 2010 **Awarded "2010 best Collective Scientific Project"**, among a hundred other projects, for creating with 6 students an intelligent musical accompanist software.
- Sep 2008 - Apr 2009 **Internship at the DGA (French Armament Procurement Agency)**  
Business software web developer

## Computer skills

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- **Network applications:** Protocols, Algorithms, Peer-to-Peer, WebRTC
- **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

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