

Quentin Mazars-Simon

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Intro

Experienced engineering manager specialized in platform teams and distributed systems.
 I'm looking for a role where I can make a difference fighting climate change.

Experience

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| <p>♥ Vimeo – Director of Engineering, Video Platform</p> <p>While still managing the Video Platform team directly, (re)created the Upload Platform team and had the Player Backend's manager start reporting to me.</p> <p>Responsibilities include (but not limited to):</p> <ul style="list-style-type: none"> - Management of up to 11 direct reports (ICs & manager): 1:1s, feedback, growth & career goals, etc. - Directly managing two teams: leading sprint planning/retros/etc., triaging support tickets - Roadmap planning for the 3 teams reporting to me - Regular meetings with stakeholder: internal (other teams) and external (vendors) - Running Vimeo Engineering's monthly show & tell - Coding (small, non-critical changes, mostly infrastructure or tooling) - Maintaining the legacy Livestream platform <p>After the Bending Spoons acquisition: helping with the transition and onboarding the new engineers to Vimeo.</p> <ul style="list-style-type: none"> • Responsible for over \$1M/mo of cloud spend • Maintained costs flat while usage increased • Led multi-year effort to modernize all videos services to follow best practices (Go, Kubernetes, CI, etc.) • Unlocked critical initiatives: EU data residency, playback in China, AI dubbing, and more | <p>Jan 2023 – present
Remote</p> |
| <p>♥ Vimeo – VimEco co-chair</p> <p>Co-leading Vimeo's Employee Group about sustainability. Organizing internal events, and advocating for a more sustainable Vimeo.</p> <ul style="list-style-type: none"> • Gathered data for Vimeo's carbon footprint audit • Organized an annual sustainability challenge | <p>Jan 2023 – present
Remote</p> |
| <p>♥ Vimeo – Senior Engineering Manager</p> <ul style="list-style-type: none"> • Oversaw a rewrite from scratch of Vimeo's transcoding pipeline (code & cloud infrastructure), working with many teams internally to move this multi-year project forward. • Hired for and created the QA team for the Video org. | <p>Feb 2021 – Jan 2023
Remote</p> |
| <p>♥ Vimeo – Engineering Manager</p> <ul style="list-style-type: none"> • Started by managing 2 people and grew the Video Platform team to 9 by the end of 2021. • Set some structure to the team's processes such as biweekly retros, weekly 1:1s (in addition to the existing sprint planning). • Still actively coding, helped deal with scale challenges due to the sudden exponential growth during COVID-19. | <p>Sept 2019 – Feb 2021
NYC, USA</p> |

- ♥ Vimeo – Senior Software Engineering**

 - *Media Engineering team*: In addition to Livestream's live pipeline, taking responsibility of Vimeo Live, adding new features to improve the product.
 - *Video Platform team*: Maintaining and improving Vimeo's various video-related services (live and VOD). Rebuilding the transcoding pipeline to improve speed and lower the costs.

Oct 2017 – Sept 2019
NYC, USA
- ♥ Livestream (acquired by Vimeo) – Software Engineering**

 - *API team*: Working on the internal API (Node.js), and maintaining the legacy Scala applications, working closely SRE team to migrate services to the cloud (Google).
 - *Media Engineering team*: Building a new live video pipeline from scratch (Go, Java), in order to reduce latency, improve reliability, and lower costs. Ownership of its infrastructure (Kubernetes, Terraform, Puppet)

June 2015 – Oct 2017
NYC, USA
- ♥ Livestream (acquired by Vimeo) – Intern (Master Thesis)**

 - Built a live event recommendation engine in Scala using different ML techniques, and shipping it to production. Using a Spark cluster running in GCE.

Sept 2014 – Mar 2015
NYC, USA
- ⚙ CERN – Intern**

 - *Main project*: Building a collaborative tool for the Internal Audit team using Microsoft Sharepoint (+ C#, Powershell).
 - *Side projects*: Improving Open Data at CERN; ParticleQuest.com, a fork of Mozilla's BrowserQuest to teach particle physics (winner project of the CERN Webfest).

July 2012 – Sept 2012
Geneva, Switzerland

Education

- École Polytechnique Fédérale de Lausanne (EPFL)**, Master in Communication Systems – Lausanne, Switzerland

2012 – 2015
- Kungliga Tekniska Högskolan (KTH Royal Institute of Technology)**, Erasmus Exchange Student in Computer Science – Stockholm, Sweden

2011 – 2012
- École Polytechnique Fédérale de Lausanne (EPFL)**, Bachelor in Communication Systems – Lausanne, Switzerland

2008 – 2012

Skills

- Languages:** Go, Javascript, Scala, Java, Python, PHP
- Infrastructure:** Google Cloud Platform (GCP), Kubernetes
- CI:** Github Actions, Jenkins

Public Talks

- [The NeverEnding Story of Replacing Your Transcoding Pipeline – Demuxed 2023](#) ↗
- [\[FR\] L'infrastructure de transcodage de Vimeo – Paris Video Tech – December 2022](#) ↗
- [Introduction to Live Architecture – Video Tech NYC – June 2019](#) ↗