

# Quentin Mazars-Simon

📍 Lisbon, Portugal   ✉️ [quentinmazarssimon@gmail.com](mailto:quentinmazarssimon@gmail.com)   📞 +351 917 004 928   🔗 [quentin.ms](https://quentin.ms)  
.linkedin [quentinms](https://www.linkedin.com/in/quentinms)   github [quentinms](https://github.com/quentinms)

## 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

### ‣ Vimeo – Director of Engineering, Video Platform

Jan 2023 – present  
Remote

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.

Responsibilities include (but not limited to):

- 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

After the Bending Spoons acquisition: helping with the transition and onboarding the new engineers to Vimeo.

- Responsible for over \$1M/mo of cloud spend
- Maintained costs flat while usage increased
- Led multi-year effort to modernize all video services to follow best practices (Go, Kubernetes, CI, etc.)
- Unlocked critical initiatives: EU data residency, playback in China, AI dubbing, and more

### ‣ Vimeo – VimEco co-chair

Jan 2023 – present  
Remote

Co-leading Vimeo's Employee Group about sustainability. Organizing internal events, and advocating for a more sustainable Vimeo.

- Gathered data for Vimeo's carbon footprint audit
- Organized an annual sustainability challenge

### ‣ Vimeo – Senior Engineering Manager

Feb 2021 – Jan 2023  
Remote

- 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.

### ‣ Vimeo – Engineering Manager

Sept 2019 – Feb 2021  
NYC, USA

- 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.

<b>v</b> Vimeo – <b>Senior Software Engineering</b>	Oct 2017 – Sept 2019 NYC, USA
<ul style="list-style-type: none"> <li><i>Media Engineering team:</i> In addition to Livestream's live pipeline, taking responsibility of Vimeo Live, adding new features to improve the product.</li> <li><i>Video Platform team:</i> Maintaining and improving Vimeo's various video-related services (live and VOD). Rebuilding the transcoding pipeline to improve speed and lower the costs.</li> </ul>	
<b>v</b> Livestream (acquired by Vimeo) – <b>Software Engineering</b>	June 2015 – Oct 2017 NYC, USA
<ul style="list-style-type: none"> <li><i>API team:</i> Working on the internal API (Node.js), and maintaining the legacy Scala applications, working closely SRE team to migrate services to the cloud (Google).</li> <li><i>Media Engineering team:</i> 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)</li> </ul>	
<b>v</b> Livestream (acquired by Vimeo) – <b>Intern (Master Thesis)</b>	Sept 2014 – Mar 2015 NYC, USA
<ul style="list-style-type: none"> <li>Built a live event recommendation engine in Scala using different ML techniques, and shipping it to production. Using a Spark cluster running in GCE.</li> </ul>	
<b>⌚ CERN – Intern</b>	July 2012 – Sept 2012 Geneva, Switzerland
<ul style="list-style-type: none"> <li><i>Main project:</i> Building a collaborative tool for the Internal Audit team using Microsoft Sharepoint (+ C#, Powershell).</li> <li><i>Side projects:</i> Improving Open Data at CERN; ParticleQuest.com, a fork of Mozilla's BrowserQuest to teach particle physics (winner project of the CERN Webfest).</li> </ul>	

## Education

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<b>École Polytechnique Fédérale de Lausanne (EPFL)</b> , Master in Communication Systems – Lausanne, Switzerland	2012 – 2015
<b>Kungliga Tekniska Högskolan (KTH Royal Institute of Technology)</b> , Erasmus Exchange Student in Computer Science – Stockholm, Sweden	2011 – 2012
<b>École Polytechnique Fédérale de Lausanne (EPFL)</b> , Bachelor in Communication Systems – Lausanne, Switzerland	2008 – 2012

## Skills

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

## Public Talks

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