Gaetan POBLON
SOFTWARE ENGINEER

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A English - professional proficiency
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Four years of rich cross-functional **experience** have honed my vision of software engineering, my understanding of product dynamics and my fluency communicating with any audience. Forged by Rust's safety standards, I view technical expertise as a discipline of robustness and predictability — principles I apply to every technology I work with.

Work experience

Head of Education & IT • *Tech, Product, Relations, Pedagogy & Operations* — Aug. 2021 - Feb. 2026 • France • 42 Angoulême

Spearheaded the campus launch from day one, scaling to 592 students and fostering 30+ corporate partnerships.

- Projects & Product Management
  - **End-to-end Product Ownership** of an educational platform used by the entire student body, applicants, and staff:
    - **Designed** and **architected** the application, contributed to its **development**, drove technical decision-making & reviews from conception to delivery, resulting in a 70k LoC web, mobile & desktop Full Stack Rust codebase (Axum / Dioxus / Tailwind) leveraging DDD layered architecture coupled with MVC frontend.
    - Directed product strategy and team execution: designed the roadmap and features, managed the backlog, and led the team.
    - Features: Form builder, Ticketing & feedback system, Resource hub, Applicant selection tool, Curriculum projection & records, Automation, Scheduler, ...
  - Designed a Rust open-source, cross-platform UI Component Library (Dioxus).
  - Steered an open source, documented embedded AI library (Python / R.Pi) designed for hands-on STEM education. Led on-site programming & AI workshops.
- Corporate **Relations**: acted as the primary **bridge** between the campus, the regional tech ecosystem (spanning startups to large enterprises) and public actors.
  - Fostered trust-based relationships through direct exchanges with C-level and operational staff, translating business expectations into recruitment and partnerships.
  - Delivered technical and educational **presentations** to diverse audiences of up to 150 attendees (mostly in french).
- Campus Operations
  - **Recruited**, **mentored**, and **managed** a cross-functional IT and pedagogy team of 4 juniors.
  - Individually assessed and selected the entire student body from thousands of applicants based on an intensive 26-day on-site technical immersion.
  - Provided ongoing pedagogical, professional, and entrepreneurial mentoring to students, both individually and collectively.

Software Engineer • *Core developer of rudder-lang* — Dec. 2019 - March 2021 • Paris, France • SAS Normation (Rudder)

A declarative Infrastructure-as-Code language written in Rust.

- Contributed to the development of the open source compiler toolchain (lexer, parser, AST, semantic analysis, transpiler) from conception to production.
- Wrote comprehensive unit and integration tests following DDD principles.
- Authored technical and user documentation; published a technical article.
- Managed and prioritized the technical backlog.

Full Stack Web Developer • *Software Engineer Intern (chatbots)* — Sep. 2017 - Jan. 2018 • Paris, France • uRehab

Designed and built Frontend interfaces (React) ; Wrote API and conversational logic (NodeJS) and modeled data (MongoDB).

Education

42 Paris - Digital Technologies Architect (MSc eq.) • *Project-based curriculum emphasizing peer collaboration and autonomy.* — *2016 - 2020 • Paris*

- System & Web Engineering (Unix/C/C++/Rust, Algorithms, Rendering, Security, JS).
- Awarded at Hackathons: 42Startup, SexTechLab, Société Générale.

Law Bachelor Degree in Private Law — *2012 - 2016 • Burgundy University, France*

These years shaped my work capacity, academic rigor, and logical reasoning.

Projects past & present

- Development of Rust libraries (web & software).
- Setup of self-hosted infrastructure and CI/CD pipelines.
- Writing: white papers, fiction, and a knowledge-sharing blog.
- Game development of a multiplayer video game using Unreal Engine (2020-2021).
- Created a conversational bot for adolescent health prevention (2017).

SKILLS

Software engineering: Rust - expertise (tokio, proc-macro2, ECS, GUI) ; C ; C++ ; Python

Frontend development: Dioxus (Rust) ; React (TS) - notions ; HTML5 / CSS3 / Tailwind4

Backend development: Axum (Rust) ; SurrealDB (Multi-model SQL-like) ; PostgreSQL / MongoDB - notions ; Architecture ; REST & CRUD

DevOps & Infra: Configuration & Automation (Ansible) ; CI CD (Jenkins / GitHub Actions) ; Containers (Docker / Podman) ; Git ; UNIX

Product management - operational: Product engineering & Vision; Backlog Management ; Agile methodology ; Team Recruiting & Mentoring.

Tools: Office, Notion, Canva, Jira, UE5

SOFT SKILLS

Interpersonal Agility & Mediation • Leadership • User & Developer experience • Creative Problem-Solving • Versatility • Growth Mindset

INTERESTS

Technology: Rust ecosystem, Open Source, AI, Software Architecture.
Culture: Literature & Writing, Cinema, Board & Video Games | *Sciences:* Psychology ; Pedagogy | *Sport:* Running ; Handball
Representative Reads: Nonviolent Communication, Ishmael, How not to die, O'Reilly library.