

Lucas Desgouilles

Software Developer

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Skillset

Programming [Rust](#) (3 years), Haskell (2 years), Javascript (3 years), C (2 years), C++ (1 year)

Scripting Bash (10 years), Python (5 years)

Deployment Targets [Nix/NixOS](#) (6 years), Linux (10 years), Kubernetes (2 years), Docker (7 years)

Cloud Services Amazon Web Services (AWS), Google Cloud Engine (GCE)

Databases PostgreSQL, MySQL

Continous Integration and Deployment GitLab CI, GitOps

Monitoring and Observability Prometheus, Grafana, Datadog

Security Linux and Kubernetes Hardening, Reverse Engineering

Version Control Git

Experience

2020 Q2 - Now *Software Developer* Undisclosed employer, Remote

Software development of distributed systems in Financial Technology, using Rust, Kubernetes, Kotlin/Java. My keen interest in DevOps and Security led me to adopt a flexible role, reactively supporting my team, as well as proposing and spearheading improvements.

Developed and deployed an active monitoring service. Implemented four-eyes principle on existing administrative APIs.

Completed migration of projects from one GitLab instance to another, eliminating withstanding security issues and reducing developer friction. Overhauled GitLab CI pipelines with a documented and extensible system, streamlining all projects at once without disruption. Reviewed the remaining CI variables/secrets, scheduling their revocation appropriately.

Migrated all our Kubernetes resources to a GitOps deployment system, significantly improving resiliency and security. Handled the deployment and configuration of [ArgoCD](#), [SealedSecrets](#). Uncovered a set of misplaced secrets, moved them to secure encrypted resources and scheduled their immediate replacement. Drafted an RFC describing a system offering centralised observability of all active secrets.

2016 - 2020 *Freelance Software Developer*

Web development using Python, Javascript, Elm, Haskell, deployment and administration of solutions on Linux and/or cloud infrastructure (AWS, GCP).

2015 - Now *Contributor to Free Software*

Author of Rust library [discord_game_sdk](#), providing a safe and idiomatic interface to an external library with no first-party support. Offered contributions to various projects, such as [specs](#), [do-drio](#), [PostgREST](#), [nixpkgs](#). Author of SourceMod plugin [tf2-comp-fixes](#), implementing fixes and gameplay changes catered towards competitive play to video game [Team Fortress 2](#).