

Benjamin Hamon

Contact

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Skills

DevOps practices
Automatization, CI/CD
Software development
System administration
Infrastructure
Databases

Technologies

C#, C++, Python
Ansible
Linux, Windows
Git, Perforce
HTML/CSS/JS
PostgreSQL

Languages

French (native)
English (fluent)

Summary

Versatile software engineer
10 years of experience in DevOps roles
Specialist in domains of automatization and CI/CD
Comfortable developing with C# and Python

Work experience

Amplitude Studios Paris, November 2019 to June 2023
DevOps Engineer

Released the games Humankind and Endless Dungeon
Managed and developed the CI/CD and tools
Managed internal infrastructure and services

Ansible C# DotNet GitLab-CI Python Unity3D

Don't Nod Paris, May 2017 to August 2019
DevOps Engineer

Released the games Vampyr and Life is Strange 2
Managed and developed the CI/CD and tools
Managed internal infrastructure and services

Ansible C# DotNet Python Unreal Engine WPF

Kobojo Paris, Mai 2014 to Mai 2017
DevOps Engineer

Released the games Zodiac Orcanon Odyssey and Primal Legends
Developed the framework, tools and web services
Migrated the CI/CD to Jenkins
Set up environments on AWS

AWS C# C++ Jenkins Python Unity3D

Education

EPITA Paris, 2009 to 2013
Master's degree in Computer Science