



Jonathan Pavlou

Online Systems Engineer

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born august 2 1985,
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PROFIL

I am Online Systems Engineer on multiplayer games. I'm working on :

- ▶ Online services (matchmaking, rankings, game to web...) client-side and server-side
- ▶ Game-side network

I am looking for new experiences in innovative multiplayer games to create Online tomorrow 's features.

SKILLS

KNOWLEDGES

- ▶ Console development
- ▶ Online Services (Xbox Live and PSN)
- ▶ Multiplayer Certification (Xbox360 and PS3)
- ▶ Online systems (server-side)
- ▶ Quazal Technology (RendezVous and NetZ)
- ▶ Unity3D, Android/iOs SDK and facebook's app development

MAIN PROGRAMMING LANGUAGES

- ▶ C/C++, Java, Python, Erlang, C#, Obj-C
- ▶ MySQL, Redis

LANGUAGES

- ▶ French : native language
- ▶ English : fluent written and moderate oral

WORK EXPERIENCES

▶ september 2008 to now : Online Systems Engineer at Ubisoft Annecy

- ▶ Online developer on unannounced project
- ▶ Online developer on Assassin's Creed III (PS3, Xbox 360, WiiU, PC, released 10/2012)
I participated at the entire production of this title, I developed online features, with focus on :
 - Matchmaking improvements.
 - New group system and group matchmaking
 - New gameflow system.
- ▶ Online developer on Assassin's Creed : Revelations (PS3, Xbox 360, PC released 11/2011)
I participated at the entire production of this title, I developed online features, especially :
 - New automatic matchmaking.
 - Group system, server-side and client-side development.
 - Improvements of friends and rich presence system.

- ▶ Online developer on Assassin's Creed : Brotherhood (PS3, Xbox 360, PC released 11/2010)
I participated in this game from first prototype to post-launch support.
I Implemented online features such as :
 - Platform online services integration like sign in and friends management (PSN and Xbox Live)
 - Automated Matchmaking : find a party for a player without interaction from him.
 - Statistics and Rankings : from basic generic board to advanced features like Templar score system.
 - Minor features : news, title storage.
- ▶ Developed a middleware online for PS3 / Xbox360 / PC used in AAA games.
This middleware has two objectives :
 - to be an abstraction library above first-party online APIs (Xbox Live, PSN and RendezVous).
 - to provide new original features like User Generated Content service.
 Games using this technology :
 - Shaun White Skate (released 09/2010)
 - Assassin's Creed Brotherhood (released 11/2010)
 - Driver : San Francisco (released 09/2011)
 - Assassin's Creed Revelations (released 11/2011)
 - Ghost Recon Future Soldier (released 07/2012)
 - Just Dance 4 (released 10/2012)
 - Assassin's Creed III (released 10/2012)
 - Unannounced AAA games

▶ **april 2008 to september 2008 : Trainee Engineer at Ubisoft Annecy**

- ▶ Online developer on Driver : San Francisco
I participated in integration from basic online features like Authentication and Matchmaking.
- ▶ Developed Web to Game and Game to web prototype on iPhone, Facebook and PC widget.

▶ **january 2007 to march 2008 : master and mastery project**

- ▶ Realization of a serious game on a teaching topic : Online and multiplayer game (2D graphics with old-school RPG style) where students play in a dungeon validating knowledges alone or with their group.
- ▶ Role : **project manager**, in first for a University project (accounting for the master), and after improvements for the client (laboratory SYSCOM) during summer holidays.

EDUCATION 

- ▶ **2008 Master of Computer Science and Cooperatives System with honor Good, rank 1st**
5-year university degree
University of Savoie, Le Bourget-du-lac, France

MISCELLANEOUS 

- ▶ **President of Association CNet, Le-Bourget-du-lac : november 2006 - december 2007**
Cnet is the computer science association of the University of Savoie, it was composed of more of 80 members, I had had this position after I did one year and half as vice president projects.
- ▶ French car licence B since august 2003
- ▶ Passion : movie theater, photo and Japanese culture (I'm learning Japanese)