

Gérald Barré

Senior Software Engineer | Microsoft MVP

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SUMMARY

Senior Software Engineer and Microsoft MVP with deep experience designing, building, testing, and maintaining production-grade software in .NET, C#, JavaScript, and SQL ecosystems. Strong background in platform engineering, developer experience, backend services, automation systems, CI/CD, and code quality. Known for turning complex engineering problems into reliable software, improving maintainability, mentoring developers, and raising engineering standards through hands-on development and technical leadership.

SELECTED ENGINEERING IMPACT

- Scaled critical automation workers from recurring alerts at about 100,000 messages per day to about 800,000 messages per day.
- Built platform automation that turns Jira tickets into ready-to-review pull requests and reusable CI/CD building blocks adopted by other teams.
- Automated dependency updates for GitLab and Perforce, generating thousands of pull requests weekly to improve security and reduce manual work.
- Reduced CI costs by 50% on a major codebase and up to 3x on complex projects through merge automation and partial/full pipeline strategies.
- Led Azure DevOps to GitHub migrations with reusable GitHub Actions workflows, migration guides, pilots, and white-glove support.
- Developed product and platform features across web applications, backend services, desktop applications, Excel integrations, and Visual Studio tooling.
- Built testing libraries, pre-merge validation workflows, and reliability tooling to catch regressions earlier in complex software ecosystems.
- Improved reliability across 300+ build machines used by thousands of projects.
- Reduced support effort by 50% within a few months by moving technical support from a proprietary forum to Stack Overflow.

CORE SKILLS

- Backend services, full-stack features, automation systems, distributed workflows, API design
- Product development, maintainability, debugging, performance optimization, technical design
- Unit and end-to-end testing, test strategy, flaky test detection, pre-merge validation
- Static analysis, coding standards, quality baselines, observability, OpenTelemetry, ETW
- .NET, C#, ASP.NET, JavaScript, SQL Server, MongoDB, PowerShell, WPF, WinForms
- GitHub, GitLab, Azure DevOps, Perforce, JIRA, NuGet, OpenAPI
- Developer portals, inner-source, CI/CD systems, build automation, developer tooling, Claude, AI-assisted development workflows

EXPERIENCE

Workleap - Senior Software Engineer, Platform Engineering

Montréal, Québec, Canada | Jan 2024 - Present

Building platform automation, reusable CI/CD foundations, developer tooling, and engineering standards that improve product delivery, quality, and reliability across the company.

- Built the core engine for a platform automation pipeline that converts Jira tickets into ready-to-review GitHub pull requests, including reusable build-and-deploy pipeline components, secure GitHub sign-in and permission design, and the first end-to-end production user flow.
- Led the Azure DevOps to GitHub migration across Workleap, including migration planning, proof of concept, pilot migrations, comprehensive migration guides, reusable GitHub Actions workflows, and white-glove support for product teams.
- Implemented organization-wide GitHub pull request policies and enabled GitHub Copilot reviews, strengthening repository governance and supporting SOC2 compliance.
- Built tools for mass CI updates across repositories, reducing repetitive YAML migration work to minutes while lowering manual error risk.
- Established and expanded the Cortex and DX developer portal with multi-organization support, automated engineering-health scorecards, inner-source reporting, secrets-management maturity tracking.
- Enhanced company-wide .NET coding standards by integrating Meziantou.Analyzer, adding static analysis rules used across projects to surface defects earlier in the development cycle.
- Created a reusable testing offering with code, package, and documentation for local and remote integration tests against complex Workleap services.
- Added OpenAPI validation, compatibility, and reference implementations for server validation, client generation, load testing, and test automation, helping teams catch issues earlier and support framework migrations.

- Mentored developers and supported cross-team troubleshooting on complex .NET, deadlock, observability, testing, CI, and platform issues.
- Spoke at internal and external technical meetups on Roslyn analyzers, .NET, testing, developer workflows, and software quality.

Ubisoft Montréal - Senior Software Engineer II / Senior Software Engineer / Software Engineer

Montréal, Québec, Canada | Aug 2017 - Jan 2024

Built backend services, automation systems, developer tools, and CI/CD reliability features used across Ubisoft engineering teams and production groups.

- Owned the automation stack, a critical internal platform for GitLab, Artifactory, dependency updates, inner-source workflows, and developer productivity, including design, implementation, roadmaps, code reviews, adoption, support, and long-term maintenance.
- Scaled automation workers from recurring load alerts at about 100,000 messages per day to about 800,000 messages per day without alerts by adding queue prioritization, parallel processing, autoscaling, while reducing loads on external services.
- Built investigation and observability tooling for automation workers, including message search over high-volume queues, clearer logs, support pages, timeline views, ETW/OpenTelemetry tracing, and performance diagnostics that reduced investigation time.
- Automated migration of existing GitLab projects to shared runners and PowerShell-based CI scripts by generating ready-to-merge changes for project owners, enabling a low-support transition recognized with a distinction bonus.
- Automated dependency updates for GitLab and Perforce, similar to Renovate, generating thousands of pull requests weekly to improve security and save developer time.
- Reduced CI cost and cycle time across major projects, including a 50% CI cost reduction on a major codebase through Merge Bot improvements, halving Square.Worker build time, reducing flakiness, and achieving up to 3x CI cost reduction through partial and full pipeline strategies.
- Built downstream validation and pre-merge testing workflows so library and tooling changes could be tested against dependent games before release.
- Open-sourced and maintained NGitLab, including history cleanup, GitHub migration, Docker-based tests, multi-version GitLab CI validation, and an async API design that avoided breaking changes.
- Created smart code review assignment based on change context and CODEOWNERS-style ownership to improve reviewer selection and reduce coordination overhead.
- Implemented JIRA-GitLab synchronization to keep ticket states accurate across engineering workflows.
- Migrated MongoDB-backed automation data to Ubisoft's managed MongoDB platform, reducing maintenance with no major user impact.
- Built internal developer portal APIs, data indexing, and documentation improvements to improve service discoverability, support workflows, and developer self-service.
- Defined a .NET coding standard using static analyzers and NuGet packaging, added Meziantou.Analyzer rules, and helped teams migrate quickly to newer .NET versions.
- Mentored interns and junior developers, led pair-programming and review sessions, and served as a Git/GitLab instructor.
- Participated in cross-team architecture design, ADRs, InnerSource Week sessions, and technical demos to spread engineering practices beyond the immediate team.

SoftFluent - Software Engineer

Antony, France | Aug 2013 - Jul 2017

Built product features, developer tooling, technical content, and support workflows for enterprise data management and model-driven .NET development products.

- Contributed to RowShare, a collaborative web application for enterprise data collection, analysis, and visualization.
- Developed advanced front-end features including a high-performance JavaScript data grid, custom renderers and editors, and a JavaScript sandbox for user scripts.
- Implemented backend features including Microsoft Excel import and bi-directional Excel synchronization, similar to SharePoint Lists.
- Defined and implemented a test strategy to improve product reliability and maintainability.
- Contributed to CodeFluent Entities, a Visual Studio-integrated tool for generating application foundations such as T-SQL, MySQL, C#, web services, and UIs.
- Wrote technical blog posts and GitHub samples for CodeFluent Entities integrations with SignalR, ASP.NET Core Identity, MariaDB, and other technologies, improving product visibility and developer adoption.
- Improved activation and onboarding flows to simplify setup and first-time user experience.
- Led migration of support channels from a proprietary forum to Stack Overflow, improving search visibility and cutting support time by 50% within a few months.

Thales Communications & Security - Software Engineer

Gennevilliers, France | Feb 2013 - Jul 2013

- Automated deployment of configurations and software on air-gapped Windows workstations used in military and secured governmental environments.
- Built tooling to automate Windows and Microsoft Office activation on isolated systems while respecting security, reliability, and traceability requirements.

LK2 / INRIA - Software Developer

INRIA | Jul 2011 - Sep 2012

- Developed and improved clinical software for ICU glycemic control, including a touchscreen-optimized C# interface and MATLAB algorithm integration.

- Built automated tests, data integrity checks, documentation, and reliability improvements aligned with healthcare certification expectations.

SoftFluent - Software Developer Intern

Aug 2011 - Jan 2012

- Maintained a process modeling application and built an Excel add-in for importing structured data into PostgreSQL or SQL Server.
- Created TFS 2010 and TFS 2012 add-ins to support variable expansions similar to Visual SourceSafe.

EPITA - Teaching Assistant, C# and CAML

Villejuif, France | Sep 2010 - Jul 2011

- Prepared exercises, supervised practical sessions, evaluated assignments, and supported first-year students learning C# and CAML.

Les Mobscoots - Software Developer

Quimper, France | Aug 2010

- Built a desktop application to manage motorcycle inventory, identification labels, and sales documentation.

EDUCATION

EPITA: Engineering School in Computer Intelligence

Engineering Master's Degree | 2008 - 2013

Staffordshire University

Mathematics and Computer Science | 2010

RECOGNITION

- Microsoft MVP since 2020
- Microsoft Student Partner

PUBLICATIONS AND COMMUNITY

- Technical blog (about 700 posts): meziantou.net
- NuGet packages: over 40 million downloads
- GitHub: github.com/meziantou

LANGUAGES

- French: Native or bilingual
- English: Professional working proficiency