

# Thomas Grilletta

## Software Development Engineer

Tokyo, Japan  
+8170-1075-6264  
thomas.grilletta@gmail.com  
<http://thomas.grilletta.fr>



## Experience

- Since 2019 **Software Engineer III @ Google**, Tokyo, Japan  
Member of the Geo UGC Consumption team. I mainly work on Place Topics, that is a project extracting relevant information from User Generated Content and surface it in Google Maps clients.
- 2018 - 2019  
(1.5 years) **Software Development Engineer II @ Amazon**, Tokyo, Japan  
As part of the Japan Delivery Experience team I delivered features to improve the delivery experience of Amazon customers in Japan.
- » Designed and implemented solutions across highly ambiguous systems and environments
  - » Drove conversations between different system owners to reach consensus on projects impacting multiple systems
  - » Created and lead an Engineering Excellence program with evangelists from every team based in JP to drive Best Practices adoption across the company
- 2017  
(9 months) **Software Development Engineer II @ Amazon**, Luxembourg, Luxembourg  
As part of the Localization team I have designed and implemented tools for ensuring quantity and quality of localizations across Amazon's different marketplaces. Examples of project were:
- » Analysis, profiling and optimization of the latency of a legacy, critical and high-throughput service
  - » Design and implementation of solutions to scale by 10 a high throughput service (30K write TPS, 85K read TPS)
  - » Design and implementation of product reporting for Feedback loops
  - » Creation of tools to improve Amazon wide Operational Excellence
- 2014 - 2017  
(2.5 years) **Software Development Engineer I @ Amazon**, Luxembourg, Luxembourg  
As part of the Localization team I designed and implemented tools for ensuring quantity and quality of localizations across Amazon's different marketplaces. Examples of project were:
- » Creation of a Feedback Loop to investigate and redirect rejections to improve business reporting and decrease rejection rate (1M values processed every day)
  - » Backfill of a highly critical 7 Tb RDS database with incoherent data formats into a DynamoDB database using Elastic Map Reduce. This also included a validation step to ensure that all the data was backfilled
  - » Design of a widget for informing Amazon customers when a product has been Machine Translated and enabling them to provide feedback on the automatic translation
  - » Being SCRUM Master for two years and improving my team's sprint process
  - » Mentoring 3 new graduates colleagues
- Summer 2014  
(6 months) **Software Development Intern @ Amazon**, Luxembourg, Luxembourg  
During this internship I developed a CRUD interface providing internal users the ability to manage attribute mappings used by the localization pipeline to localize attributes from different languages and marketplaces.
- » Using Java, GWT, AWS and Amazon internal tools
  - » Taking part of the design of a new API
- 2013 - 2014  
(6 months) **Developer @ CVCE**, Sanem, Luxembourg  
As part of a European project, I worked on a web application providing a "Named Entity Recognition Testbed" evaluations for researchers in digital humanities. Given a set of texts provided through a UI and processed asynchronously on a server side, results were persisted in a database and reduced to a set of metrics, metadatas and graphs for manual interpretation.
- » Technologies: Java / PHP / MySQL / HTML5 / CSS3 / JavaScript / JQuery UI / WebSockets
  - » Using WebSockets for Client-Server communication
- Summer 2013  
(10 weeks) **Research Intern @ LIRMM**, Montpellier, France  
In order to mimic the unconscious gaze a human has when watching a painting for the first time, I studied the concept of saliency maps and designed an automatic scanner application to find potential Regions Of Interest and associate them a set of properties. Given this set of information, I defined heuristics to browse the different regions in a given order.
- » Generated state-of-the-art saliency maps.
  - » Detected, characterized et ordered ROI.

- » Designed a Qt User Interface in C++.
- » Paper: <https://goo.gl/aLA1da>

January 2013 | **Developer @ INRIA**, Nancy, France  
 Modelized and programmed a 3D 2x2x2 Rubik's Cube solving application.

- » JS / WebGL / Three.js
- » Prototype: <https://goo.gl/rLdTUN>

Summer 2012 | **Intern @ AgroParisTech**, Nancy, France  
 (6 weeks)

- » Created a small Java application to enable users to link a LIS web application (PMB) with ArcGIS (geolocalisation) such that they can easily locate the region studied in books.
- » Java / SWF



## Education

2011-2014 | **M.Sc in Software Engineering @ TELECOM Nancy**, Nancy, France  
 Generalist software engineering "Grande Ecole".

- » Specialized into Embedded Systems
- » Ranked 1<sup>st</sup>

2009-2011 | **CPGE MPSI-MP @ Lycée Fabert**, Metz, France  
 Two-year highly selective classes to prepare for the competitive exams to the "Grandes Ecoles". B.Sc in mathematics and physics equivalent



## Tech skills

Software dev. | Java, Kotlin, Node.js, C/C++  
 Mobile | React Native, Android  
 AWS | SQS, EMR, Lambda, DataPipeline, Kinesis Firehose, DynamoDB, EMR, SNS, S3, Athena, EC2, Cloudwatch, RDS  
 Big data | Spark, Hive, Hadoop  
 Web dev. | JavaScript, HTML, CSS, PHP  
 Miscellaneous | System design, SCRUM, Git, Interviewing  
 Interests | Engineering excellence, Team organization, Peer development, Algorithms



## Languages

French | **Mother Tongue**  
 English | **Business level**  
 Japanese | **Limited working proficiency**  
 Spanish | **Limited working proficiency**



## Activities and Interests

2013 | **President @ Anim'Est**, Nancy  
 Organized the biggest event on Japanese culture in the East of France.

- » Managed a team of 100+ people.
- » Managed a budget of 75K€
- » Highest attendance since its creation

2014 - 2015 | **Coursera certifications**

- » Introduction to Mathematical Philosophy - H. Leitgeb and S. Hartmann (LMU Munich) - July 2015
- » Image and video processing - G. Sapiro (Duke University) - March 2015
- » Functional Programming Principles in Scala - M. Odersky (EPFL) - November 2014

2011 - 2013 | **Provided Maths support to three High school students.**

2007 - 2011 | **Created and managed an online browser game**