Guillaume Delhumeau

Senior Software Engineer & Engineering Leader

15+ years building software, cloud platforms and engineering teams



Experience

Lead Infrastructure Engineer & Team Manager

XWiki SAS · September 2022 – present

Led the Infrastructure Engineering team responsible for hosting platforms, cloud services, internal systems, and infrastructure security.

Infrastructure & Operations

- *Managed the operation and evolution of hosting platforms covering **700+ virtual machines**.*
- *Owned reliability, monitoring, backup, disaster recovery, capacity planning, and production support.*
- *Drove infrastructure automation and Infrastructure-as-Code adoption.*
- *Remained hands-on across systems administration, DevOps, cloud operations, and software development.*

Security & Compliance

- *Contributed significantly to the **ISO 27001 certification journey**, translating security requirements into concrete infrastructure practices and controls.*
- *Worked closely with the Information Security Officer on risk assessment, mitigation, and security governance.*
- *Participated in **EBIOS Risk Manager** assessments.*

Leadership

- *Managed a fully remote international infrastructure team.*
- *Recruited, onboarded, mentored, and evaluated engineers.*
- *Set priorities, coordinated projects, and reported to executive management.*
- *Supported cross-functional teams and customers on complex technical and operational topics.*

Cloud Engineer (DevOps)

XWiki SAS · 2016 – 2022

Designed, developed, automated, and operated the XWiki Cloud platform from its early stages, delivering and managing hundreds of customer environments.

- *Developed **Java microservices** for provisioning, configuration, lifecycle management, and maintenance of customer environments.*
- *Designed automation workflows for reliable and repeatable cloud deployments.*
- *Contributed to distributed-system architecture using **REST APIs, RabbitMQ, and automated orchestration**.*
- *Implemented Infrastructure-as-Code using **Ansible** and **Puppet**.*
- *Operated production infrastructure and investigated complex incidents across application, infrastructure, and networking layers.*
- *Worked across development, infrastructure, and support teams to improve reliability and delivery processes.*

Skills

- Software Engineering
- Cloud & Infrastructure
- Engineering Leadership
- Security & Reliability
- AI & LLMs
- Creative Technology

Languages

- **French** – Native
- **English** – Fluent

Contact

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Product Developer

XWiki SAS · 2013 – 2016

- *Developed backend and frontend features for the XWiki Open Source platform.*
- *Participated in the full software development lifecycle, from specification to release.*
- *Contributed to architecture, code reviews, automated testing, CI, documentation, and open-source development.*
- *Worked closely with product, support, and engineering teams.*

Technologies: *Java, JavaScript, SQL, Maven, Git, Jenkins, Selenium.*

Full Stack Developer & Consultant

XWiki SAS · 2011 – 2013

- *Designed and developed custom applications and portals for major customers.*
- *Led development of a worldwide promotional-offers management portal used by hundreds of retail locations.*
- *Worked directly with customers on requirements, solution design, delivery, and support.*
- *Mentored new developers and contributed to estimation and technical design.*

Technologies: *Java, JavaScript, SQL, HTML/CSS, XWiki, Linux.*

AI Engineer & Researcher

SpirOps · Paris · 2010 – 2011

- *Developed AI and behavioral simulation systems in C++ for games, industrial applications, and real-time 3D simulation.*
- *Worked on decision-making systems and autonomous behaviors.*
- *Contributed to SpirOps AI and SpirOps Crowd, the company's behavioral and crowd simulation platforms.*
- *Worked on R&D projects with partners including Publicis, Aldebaran, Voxler, RATP, INRIA, and Orange.*

Technologies: *C++, AI, behavioral simulation, decision systems, 3D simulation.*

Intern Developer

Eden Games · Lyon · 2009

Contributed to **Test Drive Unlimited 2**.

- *Developed replay features in C++.*
- *Developed dynamic camera behaviors for race replays, including spring motion and vibration.*
- *Developed a C# tool for configuring and fine-tuning replay cameras.*
- *Implemented an intelligent camera director reacting to in-game events.*

Technologies: *C++, C#, 3D engine, real-time simulation.*

Education

Institut de Mathématiques Appliquées (IMA) – Université Catholique de l'Ouest (UCO)

Angers, France

- Diplôme de l'IMA – Master level (Bac +5) – 2009
- Master's Degree in Applied Mathematics and Computer Science – 2009

Interests

- **Creative work**: songwriting, composition, guitar, piano, recording, mixing, photography and filmmaking.
- **Technology**: open source, software craftsmanship, experimentation and building tools. I still build and run a few websites in my spare time.
- **Other**: sailing.