



Benoît Quiniou

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SKILLS

Fields Embedded & Real-Time Linux Distributions - multi-OS Applications - Distributed Software Systems
Human Autonomy - Communication (English & French) - Remote Work - Team Work - Expertise
Technical x86, ARM, Linux, Bash, Shell, Golang, HTML, JavaScript, CSS, C, C++, Yocto, Git, Docker and more...

PROFESSIONAL EXPERIENCE

11/2025 - today @bquiniou

Software Architect & Developer

Research Project

Golang, JS / HTML / CSS, Wails Framework

- Mathematics and physics bibliography
- Digital signal processing algorithms
- UX / UI specification and implementation

2021 - 11/2025 @Agora Audio

Software Architect & Lead Developer

Device Control User Application

Golang, JS / HTML / CSS, Electron, Code Signing, Network Protocols

- Specification and general architecture for multi-OS with Golang and Electron
- Event-driven database and persistency architecture and implementation in Golang
- Network protocols choice, definition and implementation in Golang
- Switching technologies and protocol knowledge and control on remote device
- UX Specification and implementation
- Maintenance and documentation

Embedded ARM Linux Distribution

Bash, Shell, Yocto, Systemd, ARM Linux Driver, C

- Specification and Implementation of an Embedded Real-Time Linux Distribution on ARM device
- Power-loss proof update mechanism
- Device driver implementation

Production Automation Tool

Golang, SQL database

- Specification and architecture for Windows application that automates several production tasks
- Documentation, maintenance
- Support of the users

Company IT

Docker, Firewall, WLAN, VLAN

- Specify, setup and maintain IT infrastructure
- Specify, setup and maintain internal developer and user services
- Setup and maintain customer cloud solution

2011 - 2021 @Lawo
Distribution

Software Architect - Driver, Backend & Frontend Developer - Linux

Audio Systems

C++, Java, Bash, Shell, Git, Team Work, English

- Architecture specification and documentation for backend & frontend
- Refactoring analysis, specification and team work animation
- Architecture cross-team work

Audio Console Control System & UI

C++, GTK+, Linux, Docker, Git, Bash, Team Work

- Embedded Software Design, implementation & maintenance
- Console User Frontend design, implementation & maintenance
- Communication protocols, integration of third party device's remoting

- Data interaction and persistency
- Device and software redundancy
- Backend & frontend library code, re-used by the R&D team

Embedded Linux Distribution

Bash, Shell, Docker, Git, Linux Kernel, Linux Tools and Drivers

- Maintain and Develop a custom Linux buildsystem and package manager
- Maintain and Update x86 Linux distributions for audio consoles, made of several networked devices

Linux Device Drivers & ARM Embedded Software

Linux Kernel, C, SPI, I²C, ARM, PTP

- Maintain and add supported devices to a network PHY custom driver
- Implement a I²C LCD device driver
- Implement a custom audio device board device driver
- Specify and implement architecture for re-useable driver parts
- Specify, implement and maintain an embedded software component, re-used for several devices by several teams

Others

Docker, Jenkins, Lua

- Internal services and tools implementation & maintenance
- Production software tools maintenance
- 3rd level support for world-wide key customers
- Direct collaboration with partner manufacturer's R&D teams

2008 - 2011 @Innovason

R&D Software Engineer

Eclipse Audio Console

C++, Intel & Analog Device Assembly

- UI software design, development & maintenance
- Data interaction and persistency
- Product specification participation
- Digital Audio Signal Processing Algorithms in DSP device
- Micro-controller firmware
- Direct on-site support for key customers

2006 - 2008 @Parrot

R&D Software Engineer

Embedded Audio Software Module

C, ARM Assembly, Matlab

- Common audio module feature implementation and maintenance on ARM platform
- DSP algorithms implementation and optimization from Matlab models
- Patent co-inventor on a automatic volume algorithm

2001 - 2005 @Freelance

FOH, Monitor & Studio Sound Engineer

Sound Reinforcement Equipments, Sound Recording, Editing & Mixing Tools

- Over 80 rock, orchestra and voice live shows for audiences from 10 to 1500 people
- Team Leader for up to 8 people teams for live shows
- Sound Recording, Editing, Mixing & Mastering of 2 LPs and several EPs

EDUCATION

Mastère Spécialisé Systèmes de Communication Numérique
Section Son, option Sonorisation - Maintenance

2006 @ENS Télécommunications Bretagne
2004 @ENS Louis Lumière

LIFE

- Listen & Play Music
- Family & Friend Time
- Read books (esp. sci-fi)
- Swim & Walk