

Pascal Lalonde
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Profile

- UNIX systems administrator in both small and large environments. Specialized in designing and building computer infrastructure based on Linux, *BSD and other open-source software, with an emphasis on reduced cost, simplicity and ease of maintenance.
- Strong understanding of UNIX systems, from low-level facilities to higher-level standard services (HTTP, SMTP, etc.). Strong TCP/IP networking and debugging skills.
- Strong emphasis on automation, reliability and scalability.

Education

- B.Sc., Computer Science, Université de Montréal (2001 - 2004)
- Collège de Valleyfield, DEC, Informatique (1997 - 2001)

Work experience & projects

Reddit - Site Reliability Engineer (2021-07 - 2025-03)

- Developed systems for client-side telemetry ingestion, reporting and alerting
- Designed, maintained and reported on multiple SLOs used to measure overall site health
- Improved site defenses and attack signals

Two Sigma Investments - Platform Reliability Engineer (2018-07 - 2021-10)

- Baremetal fleet automation and monitoring with Ansible and in-house tooling
- Complex DNS infrastructure planning involving on-prem and GCP-based DNS, location-aware delegations (load-balancers, EDNS), multiple views, etc.
- HTTP(S) proxy fleet management and automation

Google - Site Reliability Engineer, Cloud Platform (2016-07 - 2018-07)

- Automated data integrity testing, backup and recovery
- Drove multiple efforts related to compliance and security
- Contributed to automating large scale deployments

Google - Site Reliability Engineer, Corporate services (2014-10 - 2016-07)

- Tech lead for the systems layer of financial services
- Played a key role in deploying a new version of our financial systems
- Automated provisioning of database, application, and storage systems

Work experience & projects (continued)

Google - Systems Administrator, Corporate services (2013-01 - 2014-10)

- Automated the provisioning of database and application servers
- Implemented automation on top of commercial storage systems for redundancy and failover

Gameloft - Online Gaming Infrastructure Team Lead and Manager (2011-03 - 2012-12)

- Built and deployed the online gaming infrastructure
- Managed a cross-continental team of UNIX systems administrators in charge of maintaining the online gaming servers
- Planned and scheduled system upgrades for all online gaming servers
- Collaborated with development teams to provide efficient and clean solutions
- Ensured the quality of the support offered to the various development teams

Gameloft - UNIX Systems Administrator (2007-05 - 2011-03)

- Planned and deployment of online gaming infrastructure
- Designed internal system services (DNS, SMTP, Puppet, virtualization & jails, etc.)
- Fine-tuned LAMP stacks in a high-availability environment
- Implemented firewall, VPN and gateway systems
- Worked on a seamless datacenter migration
- Resolved complex system and network issues involving many teams, technologies and vendors

Informatique Commerciale du Suroît - UNIX Systems Administrator (2003-07 - 2007-05)

- Implemented and deployment hosting systems (LAMP stack, e-mail)
- Centralized and standardized configurations and procedures for heterogeneous customer environments

General computer skills

- Unix/Linux/BSD, low-level facilities (system calls, IPC ...)
- Network troubleshooting (OSI layers 3-7, TCP/IP, routing, VPNs ...)
- Cluster management principles
- Monitoring principles (Prometheus, Grafana, collectd ...)
- Programming and scripting (C, Go, Perl, PHP, Python, Bash/sh)

Other information

Languages written and spoken

- French (native)
- English (fluent)