



Stéphane de Luca

Senior Manager/COO/CTO/Large Project Director

ADDRESS

Stéphane de Luca

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BACKGROUND

- 46, born in 1966
- French
- 3 children
- French, native language
- English, fluent

TECHNICAL ENVIRONMENT

Application development

- Research & Development, real time 3D, DBMS,
- Client/Server architecture,
- Environments: Windows, Unix et networking environment,
- Web site development: PHP, Java, JavaScript, SQL, i-mode,
- Languages: ObjC (Objective-C), C, C++, C#, Java, assembler, SQL, JavaScript, PHP, HTML, XHTML, XML, XSLT, CSS
- Microsoft .NET, DirectX,
- Embedded: iPhone, ExEn, MIDP1, MIDP2, JSR-184, M3D, OpenGL-ES, J2ME, J2SE, NVidia GoForce,
- Other languages: Visual Basic, Fortran, Cobol, Pascal, Forth,
- Processors: Intel, MIPS, ARM7, ARM9, etc.
- Operating Systems: Apple iPhone SDK, .NET, Windows, VAX VMS/DECNET

Conferences, Education

In 2007 - Microsoft Certified Professional (MCP) : Passed Microsoft Professional Certification for .NET, C# et Visual Studio .NET (Developing and Implementing Windows-based Applications with Microsoft Visual C# .NET and Microsoft Visual Studio .NET).

In 2004 - Orange Conference : Speaker at Orange's [Code Camp](#) Event "3D on Java and J2ME" at Futuroscope, France.

In 2000 - Chicago University, Barcelona, Spain : Strategic Sales Management.

In 1993 - GPA Assurances, Marseille, France : Sales school dedicate to insurance products of the Athena/Lloyds Group.

In 1990 - ENISE, Saint-Etienne, France : Engineer in mechanics & production

In 1990 - École Centrale, Lyon, France : Advanced Study (DEA) in Physics

In 1989 - Digital Equipment Corp, Toulon, France : Intensive courses of administrator on Dec Vax VMS (Cluster 750 + Microvax 3200 + 3600)

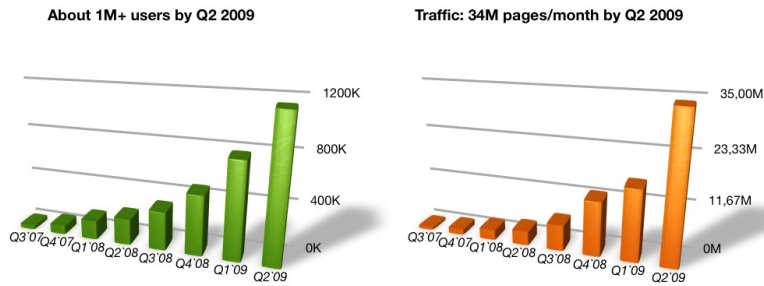
In 1985 - Lycée Girard, Avignon, France : Baccalauréat E, mathematics

Bio

In 2010, I joined [LeKiosque.fr](#) as the Chief Technology Officer (CTO). LeKiosque.fr focuses on daily press and magazine digital distribution. Among my responsibilities, I'm in charge of designing and developing our iPad application, rethinking and imagining what future users might need. In response to this question, we created a product strategy establishing our industry as B2C, leaving behind B2B or B2B2C focuses and have come up with [the first 3D newsstand in the world!](#)

In parallel and since 2009, I am a member of the [RIAM](#) executive committee which supports research & development projects through joint [CNC](#) and [OSEO](#) financial support.

In May 2007 I joined the startup MobilLuck.com as the Chief Technology Officer (CTO) which is focused on [geolocalized social network for mobile phones](#). This LBS friends finder service displays 35M pages/month and has attracted more than 1.2M users (Q2 2009) since its launch in August 2007 and currently recruits an average of 5K users per day as per the current trend and we see our traffic doubling every quarter! Our technology is carrier-independent and the service works worldwide as it is available in more than 10 languages.



Before and for about 4 years, I was the In-Fusio/MobileScope's Advanced Technology Manager where I created a [mobile phone massive cross-platform multi-player technology](#) and service for the Group and [designed and developed a Google Earth-like technology](#) for UMTS and HSDPA mobile phones for Orange.

Before, [I've been in the video game industry for 10 years](#) where I successively developed titles, created and sold realtime 3D technologies and, finally, took in charge one of the business unit of Kalisto Entertainment to handle two 4M euros-budget games.

Professional experience

2010 - today **Chief Technical Officer (CTO)** | [LEKIOSQUE.FR](#), FRANCE: digital magazines newsstand - 15 3 years *people*

Member of the board, in charge of technology and product roadmap:

- Designer and product manager of the first 3D newsstand in the world available for the iPad and iOS devices;
- closing technology partnerships
- HR and looking for talented people;
- Looking for financial aids thru government and european financing vehicles;
- Management of outsourcing (including offshore) and external resources, writing contracts;
- IT architecture redefinition and migration to the cloud.

RECOMMENDATIONS

" Stéphane stands out through his wide ranging knowledge and development skills. He combines a unique entrepreneurial attitude to getting things done within the organisation with the technical ability to translate complex and speculative concepts into polished demonstrable products. I saw this happen on three projects (3D engine, more impressively still a massively multiplayer infrastructure and lately mobilezoo) during which I had the pleasure of working with Stéphane. A definite recommendation."

January 4, 2007

Giles Corbett, co-CEO, In-Fusio
managed Stéphane indirectly at IN-FUSIO

"Stéphane brings a lot of knowledge and a real ability to push forward projects while understanding and even promoting the business impacts of the projects he was working on."

August 27, 2006

Thomas Landspurg, CTO, In-Fusio
managed Stéphane at IN-FUSIO

"Few years ago, I hired Stéphane de Luca as a project manager. Then he became a chief of a technical department. After that, he helped to rescue a 6M? project. He redefined the product problematic. He reorganized the tech team and put the technology side back on track. He personally helped to coach important team leaders. He impressed me with his skills in communication, leadership and technology."

January 5, 2007

Daniel Cohen, COO, Kalisto Ent.
hired Stéphane as a technical in 1999

"I have worked with Sdl for long. He is a great world-class technical manager with an entrepreneurial mind. Pragmatic, and rational, he led large interactive projects to success by proposing and executing innovative management methods. I everyday measure the acuity of his advanced vision and management style which I still haven't found the equivalent in today's other projects.? March 31, 2006"

Stephane Le Dorze, Technical Director of Heroes BU, kalisto
reported to Stéphane at Kalisto

Professional experience

2009 - 2010 Acting as Senior Production Manager (COO) | MIMESIS REPUBLIC, FRANCE: social network - 3D MMO - 70 people
2 years

5-month freelance mission as Chief Operating Officer (COO) at mimesis-republic.com in order to industrialize the production of the service, which step was required to raise X M euros. I've installed a SCRUM-based agile methodology and stopped fuzzy management and clarified managers' roles. I've implemented a streamlined decision making process and restructured some departments and installed a simplified product roadmap strategy.

2007 - 2009 Chief Technology Officer | MOBILUCK, FRANCE: Mobile phones and Services - Mososo - 20 people
3 years

Mobiluck: Closer to my friends. Launch of a mobile service focused on geolocalization and social networking. Users are geolocalized automatically so that they benefit from advanced features such as find the nearest indian restaurant or meet handsome people close to them. Users receive SMS alerts when their friends come close. Traffic is currently 35M pages/month with 10% monthly increase with more than 1.2M users worldwide (Q2 2009). The business model relies on ad distribution based on users' profile and localization. Premium accoutns are currently being developed. Development of an iPhone app.

Technical environment:

- Architecture and administration of a Linux cluster (Debian, Gentoo),
- Server-side development in LAMP : Linux, Apache, MySQL et PHP
- CLient-side development in XHTML and XHTML Mobile
- iPhone development in Objective-C/Cocoa: geolocalisation API, networking and communication with the back-office
- Facebook app development: enable facebook user to run mobiluck from within Facebook
- Many third-party interfacing through web services: Twitter, Yahoo!, Google, Maporama, SMS brokers, advertising agency, geomapping, etc.

2006 - 2007 Free-lance Consultant | FREELANCE, FRANCE: Mobile phones and Services - International Environment - 1 people
2 years

Publisher of mobilezoo.biz and Consultant for M&A operations. Provide [help and advisory to companies](#) facing changes in their business and/or for the sake of mergers & acquisition operations as a free-lance consultant.

2006 Advanced Technology Manager | MOBILESCOPE (IN-FUSIO SA), FRANCE: Mobile phones and Services - International Environment - 200 people
1 year

Mobilescope is a commercial split from In-Fusio.

In charge of the advanced technology, create and develop cutting edge technology for the mobile industrie (client and server side) and prototypes that prove them, white papers, product definition, API & marketing requirements, consulting.

2006 - Design et development of an [interactive 3D video streaming technology](#) based on satellite-based hires photographs (Google Earth(tm)-like) for UMTS and HSDPA.

2003 - 2005 Advanced Technology Manager | IN-FUSIO SA, FRANCE: Mobile phones and Video games - International Environment - 200 people
3 years

2005 *Advanced Technology Manager* - White papers, product definition, API & marketing requirements for advanced technologies.

2005 - Design and development of [Project X](#) the massively multiplayer online (MMO) technology and hardware accelerated 3D for wireless gaming over UMTS/2G networks (Clients et servers). (See [press release](#))

2003 - 2004 Consultant and Technology Project Manager -

- 2004 - Project director of In-Fusio cross-platform multi-player service (GPRS/UMTS, HTTP).
- 2003 - EGE/MIDP2 : Embedded Real time 3D engine for ARM processors for extending Java VMs.

- 1998 - 2002** **Business Unit Manager** | *KALISTO ENTERTAINMENT SA, FRANCE: Video games and hi-tech - International Environment - 350 people*
5 years
- 2000 - 2002 *Business Unit Manager - Management of 30 to 50 people - 3 to 4 M euros (26MF) budget per products.*
- 1999 *Technology Sales Manager - 3M euros (20MF) sales*
- 1998 - 1999 *In-House Consultant Manager - Put technical development back on its feet. Reschedule technology. Propose and adopt solid plan to complete development. Team coaching.*
- 1994 - 1998** **Project Director** | *VIRTUAL STUDIO SA, FRANCE: Video games and hi-tech - International Environment - 100 people*
5 years
- 1997 - 1998 *Project Director - Budget: 1M euros(6MF) - Namco Ltd / Japon*
- 1998 - 1998 *Consultant - Mission consulting - Canal + Multimedia / France*
- 1996 - 1997 *CTO & project manager - US\$1,4 M / 20 people - GT Interactive / US*
- 1994 - 1996 *CTO & project manager - US\$1M / 31 people - American Softworks Corp./US & Electronic Arts/Europe*
- 1994** **Sales representative / Enterprise** | *GROUPE ATHÉNA / GPA ASSURANCES SA, AVIGNON, FRANCE: Insurance - 2000 people*
- Sales - Insurance dedicated to middle/small businesses
- 1993** **Consultant and free lance developer** | *DSE, CAVAILLON: Software development - 5 people*
- Company founder & CEO, Cavailon, France - Development of networked application for PC for small companies (C++/DBMS Paradox for DOS & Windows)
- 1992** **Research engineer** | *DIRECTION GÉNÉRALE DE L'ARMEMENT (DGA) - DCN/SDET/CERTSM, ARSENAL DE TOULON: Contingent Scientifique - 50 people*
- Failure diagnostic software for nuclear submarines (SNA/SNLE) (Macintosh and engine simulation interop)
- 1990 - 1991** **Project manager and Software Engineer / High Screen 5** | *PCSOFT SA, MONTPELLIER: Software development - 50 people*
2 years
- High Screen 5 : Development of tools dedicated to application developers:
- HSMAQ : tools for Rapid Application Development.
 - HSGen : source code generator for HSMAQ (Basic, C, Fortran, Cobol, etc.)