

Thibault MARTIN-LAGARDETTE

London, United Kingdom

e-mail. thibault.martin.lagardette@gmail.com

Professional Experience

- Senior Engineering Manager at [Cloudflare](#), London, UK** **Since April 2023**
As a Senior EM in the Engineering department, I lead the 5 teams responsible for the [Cloudflare Zero Trust](#) Desktop & Mobile Clients and their associated edge services (WARP clients, edge service, and API; [Cloudflare Tunnel](#); and QA)
- Senior Engineering Manager at [Cloudflare](#), London, UK** **May 2022 to March 2023**
Engineering Manager in the [Emerging Technologies & Incubation](#) team, leading the Privacy Proxies team (edge services) and Consumer WARP (consumer apps)
- Senior Engineer Manager & Lead (iOS) at [CrowdStrike](#), London, UK** **June 2020 to May 2022**
Led a team of engineers and researchers working on CrowdStrike Falcon for iOS.

As a member of the Mobile leadership team, I helped define the strategic vision, build the roadmap, budget resources/OPEX, meet with customers, and continuously coordinate cross-platforms engineering efforts to ensure the successful delivery of all Mobile projects (iOS, Android, cloud, frontend).
- Engineering Lead (iOS) at [CrowdStrike](#), London, UK** **May 2018 to June 2020**
Created CrowdStrike Falcon for iOS and built the team around it. I led the project from the market & engineering research phase, to its development, and finally its public release.
- macOS Software Engineer at [CrowdStrike](#), London, UK** **October 2016 to May 2018**
Worked on the macOS version of CrowdStrike Falcon Host and more specifically the sensor, a driver/kernel extension installed on client machines that observes system activity and recognizes malicious behaviour, then provides on-box prevention capability and remote telemetry to the Falcon Host cloud.
- Senior macOS Systems Engineer at [Bromium](#) (now HP), Cambridge, UK** **March 2015 to September 2016**
Worked on vSentry for macOS, which uses micro-virtualization to isolate and secure web browsing and document opening. Developed highly concurrent multi-process, multi-threaded applications, and implemented system-level security modules in kernel- and user-space.
- macOS Developer at [Skype](#), London, UK** **March 2012 to March 2015**
Worked on Skype for macOS, from new features to internal performance improvements.
Improved community outreach, reaching out to customers on Skype forums.
Delivered 1-week Objective-C courses to Senior Developers converting to iOS/macOS development.
- iOS Developer at [Backelite](#) (now Idean), Paris, France** **October 2010 to March 2012**
Delivered several iOS projects for high-profile French companies (eg. Voyages-SNCF, Eurostar, Dailymotion).
- MacRuby developer at [Apple Inc.](#), Cupertino, USA** **December 2009 to September 2010**
Used LLVM to implement new MacRuby runtime features, and worked on integrating MacRuby closely within macOS.
Developer community outreach & support, via forums and mailing-list.
- Localization Tools Engineer at [Apple Inc.](#), Cupertino, USA** **December 2008 to December 2009**
Wrote tools that significantly reduced the time spent on a wide range of repetitive localization processes.
Managed the localization of different products, including planning and follow-ups.
- Pro Market System Engineer at [Apple Europe](#), Paris, France** **March to November 2008**
Technical R&D & tailored development aiming to help Apple customers adopt macOS Server.

Education

2005 to 2010

Graduated with a Master's Degree in IT from [Epitech](#) (European Institute of Technology)

Skills

Programming

Swift, Objective-C, Obj-C runtime
Rust, C, C++, LLVM
Reverse Engineering, ARM64, x64
Python, Ruby, Perl, shell scripting

Volunteering

Emergency Responder for the [London Ambulance Service](#), responding on blue lights to 999 calls alongside ambulances, providing life-saving emergency treatment to critically ill members of the public.

Languages

French: Native language
English: Spoken and written fluently