

Date of birth: 05/30/1980

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## OBJECTIVES

- ✓ Help organizations to surpass themselves through *open innovation* and *knowledge diffusion*
- ✓ Be part of a *passionate community*, creating win-win situations and improving *cooperation*
- ✓ Continuously keep *learning* and improving my skills by undertaking *challenging problems*

## OPEN SOURCE CONTRIBUTIONS

### Contributor and Approver, The Qt Project

2010 – Present

- ✓ Qt is a C++ based software development framework developed by a company together with a community through an open governance
- ✓ Core contributor to the Qt 3D engine with a specific focus on API design
- ✓ Approving other contributors patches, and various contributions across the Qt code base
- ✓ Reviewer for the Qt Dev Days / Qt World Summit program committee from 2012 to 2017

### Core Contributor, The KDE Community

2003 – Present

- ✓ KDE is a Free Software community dedicated to creating a user-friendly computing experience through a wide variety of applications
- ✓ Strong involvement in the community stewardship: member of the KDE e.V. and pushing forward toward a “community of communities”
- ✓ Involvement in the creation of some of KDE’s governance tools: Code of Conduct, Manifesto, Project Incubator
- ✓ Designed the currently used release process and governance of the KDE Frameworks products
- ✓ Long term developer: contributed to various components across the whole KDE product portfolio
- ✓ Akademy Award 2012 for “working on the future of the community”
- ✓ Reviewer for the Akademy program committee from 2006 to 2008
- ✓ Publications on the governance in the KDE community and interaction with universities

### Contributor, FreeDesktop.org

2005 – 2007

- ✓ FreeDesktop.org is an Open Source project working on interoperability for desktop applications
- ✓ Developer on HAL, a hardware abstraction layer for Linux based desktops
- ✓ Co-author on the cross desktop autostart specification

## PROFESSIONAL EXPERIENCE

### Teamlead, KDAB

2014 – Present

- ✓ Managing a team of developers, trainers and consultants ensuring their productivity, personal growth and well being
- ✓ Conducting HR meetings with team members to identify their strong qualities and their weak spots, helping them find improvement paths and putting in place actions to help them
- ✓ Coaching the transition of the company wide project portfolio to a Kanban board
- ✓ Using innovation games and live scribbling techniques during strategic meetings to foster ideas

## Trainer and Consultant, KDAB

2008 – Present

- ✓ More than 40 trainings in international context teaching Qt, multi-threading, C++ and OpenGL
- ✓ Regular on-site consulting missions, especially on software architecture, processes and tooling
- ✓ Use of graphic facilitation techniques both for consulting or training purposes
- ✓ Helping with the sales effort, managing opportunities and negotiating with customers
- ✓ Representing the company at trade shows making contact with visitors at our booths

## Software Craftsman, KDAB

2007 – Present

- ✓ Development on customer or internal projects, sometimes navigating and refactoring decades old multi-million lines of code projects
- ✓ Project management using techniques coming from XP, Scrum, Kanban, etc. often combining them in creative ways to adapt to the customer and team needs
- ✓ Pushing forward software craftsmanship techniques, giving talks about the outcomes
- ✓ Managing the sponsoring budget and the relationship with the KDE community
- ✓ Reviewer for cppcon (the C++ conference) since 2016

## Associate Teacher, University Paul Sabatier

2003 – Present

- ✓ Master level conferences covering: Agile project management and practices, Software Craftmanship, Governance of Free Software Projects, Remote Working
- ✓ Mentoring student projects with Free Software community partners

## Researcher, Institut de Recherche en Informatique de Toulouse (IRIT) 2003 – 2007

- ✓ Conducting research on knowledge engineering using multi-agent systems
- ✓ Writing and presenting scientific papers at international conferences

## SKILLS

- ✓ **Free Software Governance:** influencing teams and organizations, facilitating values discovery and decision processes, organizing and leading hacking sessions, BoFs, workshops and conferences
- ✓ **Facilitation:** structuring meetings, active listening, live scribbling, innovation games
- ✓ **Project Management:** eXtreme Programming, Scrum, Kanban, OpenUP, agile games
- ✓ **Computer Science:** multi-agent systems, knowledge engineering, natural language processing
- ✓ **Software Craftmanship:** TDD, ATDD, refactoring techniques, code katas, agile architectures
- ✓ **Programming:** C++ (including use of OpenGL, STL and Qt), Rust, Python (including use of pandas, bokeh and Jupyter), R, Perl, PHP, Java, CMake, git, subversion
- ✓ **Languages:** French (native speaker), English (full professional proficiency)

## EDUCATION

### Paul Sabatier University

- ✓ PhD in Artificial Intelligence, with honors 2004-2007
- ✓ Second Master's degree in Artificial Intelligence, with honors 2003-2004
- ✓ Software "Master Engineer" Diploma (honorary diploma) 2003
- ✓ First Master's degree in Software Engineering, valedictorian, with honors 2002-2003
- ✓ Bachelor's degree in Software Engineering, with honors 2001-2002
- ✓ Second year University degree in Software Engineering, with honors 2000-2001

## PUBLICATIONS & ACADEMIC INVOLVEMENT

- ✓ Reviewer for cppcon (the C++ conference) since 2016
- ✓ Kévin Ottens: *Meet the Gearheads in 20 Years of KDE, Past, Present and Future* (2016)
- ✓ Reviewer for the Qt Dev Days / Qt World Summit from 2012 to 2017
- ✓ Kévin Ottens: *University & Community in Open-Advice*, a collection of essays on Free Culture communities (2012)
- ✓ Reviewer for the Service Oriented Architecture and Programming (SOAP) track of the ACM Symposium on Applied Computing (ACM SAC) from 2010 to 2015
- ✓ Kévin Ottens, Nathalie Hernandez, Marie-Pierre Gleizes, Nathalie Aussenac-Gilles: *A Multi-Agent System for Dynamic Ontologies* in Journal of Logic and Computation (2009)
- ✓ Kévin Ottens: *Construction d'ontologies à partir de textes à l'aide d'un système multi-agent adaptatif*, PhD thesis (October 2007)
- ✓ Kévin Ottens, Valérie Camps, Pierre Glize: *Vers l'implémentation d'ontologies dynamiques par des systèmes multi-agents* in JFSMA (2007)
- ✓ Kévin Ottens, Marie-Pierre Gleizes, Pierre Glize: *A Multi-Agent System for Building Dynamic Ontologies* in AAMAS 2007
- ✓ Kévin Ottens, Nathalie Aussenac-Gille: *Un algorithme multi-agent de classification pour la construction d'ontologies dynamiques* in EGC 2007
- ✓ Reviewer for Akademy (the KDE conference) from 2006 to 2008
- ✓ Kévin Ottens, Gauthier Picard, Valérie Camps: *Transformation de modèles d'agents dans la méthode ADELFE - Des stéréotypes de conception à l'implémentation* in L'Objet, special issue "Composants et Systèmes Multi-Agents" (2006)
- ✓ Kévin Ottens: *Analyse syntaxique par Systèmes Multi-Agents adaptatifs - apport à la construction d'ontologies*, Master thesis (June 2004)
- ✓ Kévin Ottens, Nathalie Aussenac-Gilles, Marie-Pierre Gleizes, Pierre Glize: *Systèmes Multi-Agents pour l'extraction d'ontologies à partir de textes - revue de questions*, in AGENTAL (2004)

## ADDITIONAL INFORMATION

- ✓ Founding member of Toulibre (Toulouse Free Software) since 2005, board member 2007 - 2010
- ✓ Aikido practitioner (black belt, first dan)
- ✓ Amateur photographer
- ✓ Interest in politics, philosophy, Free Culture and cognitive sciences