

Florent D'Halluin

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2023 - present

Staff Software Engineer / Engineering Manager

Google DeepMind - Gemini

- Tech lead in the sprint team that built the Gemini App web product from a blank codebase to the launch of bard.google.com in three months. Bard later became gemini.google.com and **reached one billion monthly users** in 2026.
- Promoted to engineering manager at launch in March 2023. Grew my team from 5 to 13 engineers across the web client and front-end serving infrastructure, continued to lead through the Gemini rebrand, EU rollout, and numerous feature launches and model updates until mid-2025.
- Since mid-2025: leading a team that builds internal tools and transforms the software engineering culture through AI.

2022

Senior Software Engineer / Tech Lead

Google - unannounced LLM product

- Early LLM product development on a cross-functional team, front-end with a game-development lens; grew into the team's tech lead and hired several of its engineers.

2019 - 2021

Software Engineer

Google Workspace - Gmail, Calendar, Tasks

- Front-end engineer across Gmail, Calendar, and Tasks, consumer applications used by millions each day.
- Launched spelling and grammar corrections in Gmail. Developed the keyboard and screen reader accessibility pattern later also adopted in Google Docs.
- Built Google Tasks integrations across Workspace: task lists in Google Chat, pending tasks in Google Calendar, and groundwork for the full-screen tasks.google.com.

2015 - 2018

Software Engineer

Google - internal data exploration tools

- Developed tools for data analysis and visualization at scale, over billions of records.

2011 - 2015

Gameplay Programmer / R&D Engineer

Ubisoft

- Gameplay programmer on Assassin's Creed Identity from preproduction to ship. Rebuilt combat from turn-based to free movement with signature Assassin's Creed moves, added a crowd system within mobile constraints.
- Improved rapid prototyping culture and iteration speed of Ubisoft studios through consultancy missions abroad: 3 to 15 months in France, China, India, and Germany, in teams of 10 to 50.
- Built gameplay prototypes and tech demos on new hardware (3D cameras, VR, mobile) at the Paris gameplay research lab; some were integrated into AAA games, such as this Kinect hand-motion controller for a Ghost Recon title ([E3 demo](#)).

2010 - 2011

Research Assistant

Center for Decision Technologies, Stevens Institute of Technology

- Heuristics, simulations, and data-mining scripts for academic research on social networks; built a crowdsourcing experiment system on Amazon Mechanical Turk.

2008 - 2010

Student Researcher

EPITA R&D Laboratory

- GUI and tooling for open-source FSM and image-processing libraries; C++ performance analysis and optimization.

Education

M.S. in Computer Science, EPITA, France, 2011

M.S. in Information Systems, Stevens Institute of Technology, United States, 2011

Elsewhere

Twenty years of personal games, tools, and experiments live at kodobolt.com - including a StarCraft bot that won two tournaments at AIIDE 2010 and a robot recently taught to balance. I speak French (native), English (fluent), German (basic).