

Jerome Renaux - Platform Engineer

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Summary

Platform engineer who works closely with product teams and takes responsibility for infrastructure, delivery, and reliability end to end. Experience spans regulated life sciences, airport operations, and real-time multiplayer systems, usually as the person setting direction on platform decisions while staying hands-on.

Core stack: Terraform, Docker, Azure, AWS, GCP, Azure DevOps, Datadog, TypeScript/Node.js, Python, Postgres, Redis

Experience

Superlinear — Senior Software Engineer

Brussels, Belgium · Dec 2018 – Present

Platform and backend engineer embedded in product teams across life sciences, aviation, and applied ML systems. Took responsibility for delivery infrastructure, IaC, and production reliability alongside product work, and introduced shared approaches teams could reuse across projects. Worked in multi-year client engagements with a high degree of autonomy and direct accountability to stakeholders.

- Team Lead (2020–2023): led a team of up to 12 engineers, with responsibility for people management, delivery, and technical mentoring on platform engineering, deployment pipelines, and release reliability.
- Built internal developer tooling and reusable technical patterns across projects, reducing recurring friction around environments, deployments, and release safety.

Selected project highlight: **GSK CodeRNA** — Platform engineering (Jan 2024 – Apr 2026)

- Platform owner for a regulated product spanning four environments, responsible for IaC, CI/CD, release controls, and production reliability.
- Standardized environment setup with reusable Terraform modules covering compute, batch workloads, storage, container registry, Postgres, backups, and alerting.
- Built and ran the end-to-end Azure DevOps pipeline, including a private self-hosted agent pool, to support regulated release workflows. The pipeline coordinated

infrastructure changes, build/test, image publishing, and database migrations in a single promotion flow, with hard test gates, environment-specific approvals, and blue/green deployment for safer rollback.

- Put structured logging, dashboards, and alerting in place so production issues were easier to detect, understand, and respond to.

Selected project highlight: Holon / Manifold — Platform SDK for supply chain orchestration (Oct 2025 – Present)

- Responsible for Manifold, the platform and data-management layer of Holon, Superlinear's supply-chain orchestration product.
- Designing and implementing a Python + Terraform SDK used by forward-deployed engineering teams to compose client-specific solutions without rebuilding the same platform foundations each time.
- Building a CLI and reusable modules that hide infrastructure and data-connection complexity behind stable interfaces, while still leaving room for project-specific customization.
- Turning repeated delivery work into tested building blocks for environments, deployment flows, data connectors, ingestion, and service scaffolding, so client teams can move faster with fewer one-off platform decisions.

Other selected projects at Superlinear:

- Brussels Airport: built a production ML forecasting pipeline for daily airport planning, with Airflow orchestrating a dozen containerized models and a data pipeline that transformed raw flight and passenger data into operational forecasts.
- Computer vision productionization: designed an async job-based API (FastAPI + Azure queues + Azure Batch) to handle long-running GPU workloads processing very high-resolution drone imagery at scale.

Pixelcraft Studios — Senior Platform Engineer

Remote · Concurrent with Superlinear · Jan 2022 – Aug 2025

Early-stage startup; owned the full infrastructure lifecycle from design and delivery through production.

- Owned the AWS platform across five live games, including serverless API infrastructure, production tooling, and some Kubernetes-based infrastructure.
- Designed and implemented a custom area-of-interest system and binary protocol for real-time client/server communication, reducing bandwidth and server load by sending each player only the state they could observe.
- Investigated and resolved performance and scalability bottlenecks during live games, taking issues from diagnosis through rollout.