

Victor Vieux

INFRASTRUCTURE & DISTRIBUTED SYSTEMS ENGINEER

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PROFILE

Systems and infrastructure engineer with 15+ years building compute platforms, container runtimes, and microVM-based sandboxing. Docker core maintainer and tech lead; built deployment and container infrastructure for Cruise's autonomous-vehicle fleet; now builds agent sandboxing at Replit. Hands-on engineering leader with deep experience in low-level systems, distributed platforms, and production reliability.

EXPERIENCE

REPLIT | San Francisco Bay Area

Member of Technical Staff | 2025 - Present

- Build Replit's compute platform for agent sandboxes, spanning containerization, distributed systems, and production infrastructure.

FORMAL | San Francisco, CA

Head of Engineering | 2024 - 2025

- Grew and led the engineering team from 3 to 8 across San Francisco and Paris.
- Set technical direction while contributing directly to backend and proxy systems critical to platform performance and reliability.

OPENSEA | San Francisco, CA

Staff Software Engineer | 2023 - 2024 / Senior Software Engineer | 2022 - 2023

- Introduced Go and a service-oriented architecture, establishing a foundation for higher-performance, independently scalable services.
- Delivered end-to-end support for multiple databases, from provisioning through framework integration and application use.

CRUISE | San Francisco, CA

Senior Software Engineer | 2018 - 2022

- Built across the full deployment stack used to ship Cruise software to the autonomous-vehicle fleet, spanning the operating system, system services, and applications.
- Maintained an in-house Linux distribution built with Buildroot.
- Designed and maintained a lightweight container engine and process manager for the vehicle platform.
- Developed the container endpoint and vehicle-state checks required to start the autonomy stack safely.

DOCKER | San Francisco, CA

Engineering Manager | 2017 - 2018 / Software Engineer | 2013 - 2017

- Maintained Docker's core engine as a core maintainer and later tech lead, focusing on low-level systems and container internals.
- Led the team serving Docker's open-source community and delivering commercial product features while continuing as tech lead.
- Designed Docker Swarm, formed the distributed systems team, and partnered with Mesosphere to integrate Mesos.

EDUCATION

EPITECH - European Institute of Technology, France | Master's degree | 2007 - 2010

IUT de Ville d'Avray, France | Associate's degree (DUT), Computer Science / Electronics | 2005 - 2007

TECHNICAL STRENGTHS

Distributed systems | Compute platforms | Container runtimes | Linux | Go | Deployment infrastructure | Databases | Backend and proxy systems | Engineering leadership

SELECTED AWARDS

Won first place with a college team at the Robotics European Championship.

Earned second place at the inaugural N64Brew Game Jam, a Nintendo 64 game-development competition.
