

# Antoine Martin

## Curriculum Vitae

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### Education

- 2016–2021 **Master of Science**, EPITA, Paris, FR.  
Computer Science
- 2018 **Exchange Student**, City University of Hong Kong, HK.  
Computer Science

### Experience

- Aug 2017 **Software Engineering Intern**, LRDE, Research and Development lab, EPITA.  
to Dec 2017 Work on Quickref, a program that automates the generation of documentation for the Quicklisp ecosystem for all available packages through introspection.  
Result of this work published on the Common Lisp Foundation's website at <http://quickref.common-lisp.net>
- since Aug **Junior Software Engineer**, SEETHEPROGRESS, Remote, Germany.  
2017 Contribute to various open source projects.  
Work on txtdirect, a DNS redirect plugin for the Caddy webserver.  
<https://github.com/txtdirect/txtdirect>

### Personal Projects

- Jan 2017 **Ulysse**, Optical Character Recognition program written in C..  
to May 2017 I wrote the neural network used to recognize characters, as well as the image segmentation algorithm responsible for feeding the individual characters to the network.
- Oct 2016 **SharpBoy**.  
to Jan 2017 A fully functional GameBoy emulator, written in F#.  
More information can be found here: <http://s-society.github.io/sharpboy>

### Programming skills

- Tools Linux, Git, Bash, Docker
- Languages Go, C, C#, Python, Lisp, OCaml and F#

### Language

- English Fluent. TOEFL score: 113/120
- French Native speaker