PHILIPPE WEIER

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in Philippe Weier
○ WeiPhil

Education

2017 – *Now* | **Master in Computer Science Engineering,** EPFL, Switzerland.
Advanced Computer Graphics, Digital 3D geometry processing, Distributed Algorithms, Signal Processing for Communications, Machine Learning, Cryptography and Security, Audio Signal Processing and Virtual Acoustics, Mathematical Foundation of Signal Processing.

2016 – 2017 | **3rd year Bachelor in Computer Science Engineering,** University of Granada , Spain
Computer Graphics, Operative Systems, Digital Image Processing, Software Engineering, Artificial Inteligence, Multiprocessor Architecture, Networks Security

2014 – 2016 | **1st and 2nd year Bachelor in Computer Science Engineering,** EPFL, Switzerland.
Algorithmic, Computer Architecture, Functional Programming, Parallelism and Concurrency, Probability and Statistics, System Oriented Programming.

2010 – 2013 | **Highschool with Maturity in Visual Arts,** Gymnase du Bugnon , Switzerland

Experience

2019 *Feb - Aug* | **Research Intern,** Unity Labs Grenoble, France
Efficient Rendering of Anisotropic Layered Materials using an Atomic Decomposition with Statistical Operators
Supervised by Laurent Belcour

2017- 2019 | **Teaching Assistant,** EPFL, Switzerland
Assisted the Professor with course, homeworks and exam material preparation in Computer Networks.

2018 Jul - Sep | **Research Intern,** ELCA Informatique SA Lausanne, Switzerland
Designed and Implemented a Secure Voice Authentication Mobile Applicaction using modern Machine Learning technics for Android and iOS.

2015 Jun - Aug | **Software Engineer Intern,** Schindler Aufzüge SA Ebikon, Switzerland
Familiarized with a complex C++ codebase and worked on performance improvements in C++ Embedded Systems.

Personal Projects

2019 - *Now* | **Qulkan**
A GPU Oriented Prototyping tool in modern C++17 with a simple and flexible interface for more complex software or research validation tools.

2018 | **Procaryota**
A 2D space-shooter like game in C# made for fun in Unity.

2018 - *Now* | **Lotr Army Companion**
An unofficial companion app for the table-top game Lord of The Rings. A full stack web application written in Javascript (React) , MySQL and Python..

Skills

Programming
- *C++*
- *Python*
- C# ,C *(Embedded)*, Scala, Java
- VHDL, Assembly *(MIPS,ARM)*
- Javascript *(React)*, HTML, CSS
- MySQL

Code Quality
- Continuous Integration, Tests
- Git, Docker

Languages
- *French, Swiss German - Mother Tongues*
- *Spanish - fluent*
- German - *fluent*
- English - *fluent*