

PHILIPPE WEIER

✉ philippe.weier@epfl.ch

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
Algorithmic, Computer Architecture, Functional Programming, Parallelism and Concurrency, Probability and Statistics, System Oriented Programming.
- 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 Application 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