

Léo Naizin

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Software Engineer looking for a 12 week internship

Education



Computer Science Engineering degree

Université de Technologie de Compiègne

2021 - 2024

Compiègne, France

- Developed a more in-depth understanding of Computer Science theory
- Learned new theoretical tools such as Constraint programming, Linear programming
- Focused on embedded systems, software development, and cyber-security



Technical University diploma in Computer Science

IUT of La Rochelle

2019 - 2021

La Rochelle, France

- Specialised in systems programming
- Learned kernel programming, POSIX, Assembly, 3D graphics, Drivers
- Focused on C/C++ and Java development

Professional Experience



Software engineer apprenticeship

BlueNode

2021 - Present

Paris, France

- Learned and programmed with the Unreal Engine C++ technical stack.
- Lead a R&D project on the integration of a new movement-capture technology in the Unreal tech stack.
- Developed an understanding of real-time rendering challenges for Unreal Engine's In-Camera VFX tech stack
- Worked effectively in a software development team
- Learned how to effectively extract requirements and specifications for a given problem

Personnal Projects

Development of a rust profiler

2023 - Present

Personnal UTC project

- Developpement in rust, of a **multi-architecture, multi-platform** application
- Originated from the need for an open-source rust profiler, since most profilers target linux, with the perf library
- Implementation of **conditionnal builds**
- Reverse engineering of **MacOS PrivateFramework** kperf

Implementation of Delaunay triangulation in $O(n \log(n))$ complexity

2022

Personnal project

- Read Leonidas Guibas and Jorge Stolfi's 1985 paper
- Implemented proposed method in **Rust**, with **nannou library** for rendering

Coded an assembly SIMD image filter

Autumn 2021

School project

- **SIMD** program was 4 times faster than **03 C** program
- Edge detection filter with the Kovalevsky method

Coded a 3D rendering engine in vulkan

Summer 2020

Personnal project

- Learned how to use the **Vulkan API** and **OpenGL** in **C++** code
- Learned pipeline systems for 3D rendering
- **Toolchain** setup with premake **build tool** after using CMake

Coded a Huffman compression algorithm in C

2018

Personnal project

- To learn about **pointers**, and **data structures**
- Learned how to properly use **Git** with this project

Skills

Languages

Fluent English | Fluent French | Learning German

Tech Stack

Rust | Python | C/C++ | Java | And More

Misc.

Latex | Typst | VIM | Proficient with Linux, MacOS and Windows

Personal Interests

Swimming | Operating Systems | Cooking and Baking

Léo Naizin

Curriculum vitae