Léo **Naizin**

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Software Engineer looking for a 12 week internship

Education

Computer Science Engineering degree
2021 - 2024
Université de Technologie de Compiègne
Compiègne, France

- Developped 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
2019 - 2021
IUT of La Rochelle
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
2021 - Present
BlueNode
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.
- Developped 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

- Develeppoment 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 **O3** 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** in **C++** code
- Learned pipeline systems for 3D rendering
- **Toolchain** setup with premake **build tool** after using CMake
- Also Used **OpenGL** during that summer

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