Émile Trotignon

As a master's student in Computer Science at ENS Paris-Saclay, I am very interested in OCaml, language design and compilation.

Formation

- 2020 2022 Master's degree in Computer Science Research (MPRI), École Normale Supérieure Paris-Saclay.
- 2019 2020 Computer Science BS, École Normale Supérieure Paris-Saclay.
- 2018 2019 Second year of Computer Science and Mathematics BS, Université Lyon 1 Claude-Bernard.
- 2017 2018 First year of engineering BS, Jean-Perrin preparatory school.
- 2016 2017 High school diploma with science focus, Lycée La Trinité.

Experience

Summer 2020 Research internship in computational geometry, LIRIS laboratory, Lyon, France.

Six weeks internship tutored by David Coeurjolly and Vincent Nivoliers. My goal during this internship was to uniformly sample the surface of a potentially imperfect mesh. During the six weeks, I spent a good portion of my time programming in C++ and I used tools such as Polyscope and LIBIGL. My internship report is available here: https://emiletrotignon.github.io/files/rapport.pdf

Marsh 2020 Fullstack Node.js developer, Junior entreprise of ENS Paris-Saclay.

During a six week mission for the junior entreprise of ENS Paris-Saclay, I contributed to the website development of Expert People, a new freelancing platform. The technologies used were Node.js and Express.js. One of my achievements was programming a way of filling out the resume form of a user in one click by using their downloadable Linkedin resume in PDF format. Expert People's website (in french): https://expertpeople.co/

January 2020 ICPC SWERC 2019-2020, Télécom Paris.

University programming/algorithms competition. Participation in teams of three students. Ranked 37th of 95 teams representing universities from multiple european countries.

Summer 2019 Intern C# developer, Eternix Ldt., Tel Aviv, Israel.

Two month internship. HSLS shaders, introduction to DirectX and OpenCV, Windows Form development. Greatly rewarding experience abroad.

July 2018 Front end developer, École Nationale Supérieure des Sciences de l'Information et des Bibliothèques, Lyon,

For a month long, I contributed to the graphical integration of the new website for ENSSIB, the French school for library curators. You can see their website here: http://www.enssib.fr/

Languages

English Fluent

French Native

Technical skills

Compilation

I am very interested by compilation. I am currently following a course on compilation at the University of Paris. The goal of the course is to implement an ML-like programming language. For now, I am not allowed to share the code I wrote for the course, but the description is available here (in french): https://www.irif.fr/~guatto//teaching/20-21/compil/syllabus-compil-20-21.pdf. I have also programmed a compiler for a subset of the C language in 2019: https://github.com/EmileTrotignon/mcc

Fundamental Computer Science

I have studied different aspect of fundamental Computer Science: Programming languages semantics, formal languages, calculability, logic. This enhances my understanding of computer science in general, in addition to the particular skills acquired.

Functionnal programming

I really enjoy functionnal programming languages, as well as advanced type systems. I have been programming in OCaml since my first year of university, and I am very passionate about this language. I have some experience with Scala and Rust, and I had a lot of fun exploring advanced C++ features. I also published a package on Opam, the Ocaml package manager: https://github.com/EmileTrotignon/ocaml_template_engine. It includes a PPX rewriter, and a small parser written with Menhir.

GUIs

I have experience with a few frameworks for programming GUIs: Qt and $Dear\ ImGUI$ with C++, $WinForm\ with\ C\#$, $Swing\ with\ Scala$, $Tkinter\ with\ Python$.

Web development

Front-end: Good knowledge of HTML and CSS. One month experience during the summer of 2018.

Back-end: Professional experience developing a Node.js web app.

Miscellaneous

Use of a Unix system with the command line : file manipulation, Git, SSH. Image editing with GIMP. Typesetting with Latex.