



ACADEMIC BACKGROUND

2019 - current

Space Robotics Group - Keio University - Japan
Master's of Science in Engineering (double degree program)
Accompanying classes mostly focused on computer science topics: processor hardware architecture, compiler optimization, distributed systems...

2017 - 2019

Ecole Centrale de Lyon - France
Studies in General Engineering, covering a broad range of topics, including thermodynamics, chemistry, materials science, fluid dynamics...

2015 - 2017

Lycée Janson de Sailly - France
Highly selective prep school for the national exams of French engineering schools ("CPGE")

2015

Sainte-Croix de Neuilly High School - France
Bachelor's degree in science with honors

WORK EXPERIENCE AND RESPONSIBILITIES

Computer Science

2020 - current

Master's project: ADViSE, an AI-based software project to estimate the landing viability of Martian terrain from aerial pictures in real time

2019

Presented at the IEEE VR 2020 conference
Lead programmer and co-author of ReViVD, a Unity-based virtual reality visualizer of 3D trajectories with a focus on immersive interactions

2017 - 2018

Member of ECLAIR, Centrale Lyon's computer science association: system administrator (physical servers serving 400+ students) and head of the electronics and hardware department

2017 - current

System administrator of various personal and shared Debian servers

Robotics

2018

Project manager and lead programmer of Centrale Lyon's team for the National Robotics Cup

2016 - 2017

Hacked a roomba into becoming an autonomous cartographer robot as a 2-year CPGE study project

Industrial Work

2018

One-month-long unskilled labor internship at the Cordon Electronics factory in Dreux, France

François Homps

+33 6 20 67 26 21

<https://kaly.dev>

francois.homps@kaly.dev

LANGUAGES

French	native
English	bilingual
Spanish	intermediate
Japanese	rudimentary

IT SKILLS

GNU / Linux

- 4 years of experience in server administration

Programming

- 7 years of C++ practice
- Large-scale C# and Python projects
- Experience with Unity, OpenGL, SFML
- Regular use of debuggers, git, GitHub

Web dev / design

- Built my own website
- This resume was made in HTML / CSS

USEFUL HOBBIES

Cooking

- Cooked 30+ people meals, managing the kitchen

RPG Game Master, Drama

- 8 years of drama club
- Experienced speaker