François Homps



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LANGUAGES

French native
English bilingual (C2)

intermediate (B1)

SKILLS

Team work and management

- Experienced technical tutor
- Practical use of Agile principles

Computer Science

Spanish

- o 10+ years of hands-on C++
- Large-scale C++20, C, C# and Python projects
- Contagious Rust enthusiast and regular at the Paris Rust Meetups
- Solid GNU/Linux experience
- o Home lab sysadmin

Robotics

Developed 5 autonomous robots

HOBBIES

Saxophone

 Jazz & Swing aficionado with on-stage experience

Cooking

 French / Japanese fusion cuisine explorer

Role-playing games

- Experienced game master
- o Developed my own game system ♂

Firmware Engineer

WORK EXPERIENCE

2024 - current

Eviden - Les Clayes-sous-Bois

Firmware Architect of the Advanced Computing product line, including HPC servers

- o BIOS, BMC & FPGA firmware requirement design and specification (Polarion)
- Technical coordinator of the implementation of modern distributed management technology (Redfish / MCTP / PLDM / SPDM...)
- Initiator and mentor of an internship on advancing open-source standard and implementation of Redfish interoperability profiles

2023 - 2024

EDF - Montrouge

Product Owner and **System Architect** of three programming software suites for the control-command automata of nuclear reactors

• Balanced the needs of four different client entities while ensuring compliance with nuclear quality and safety standards

2021 - 2023

Kickmaker (on-site subcontractor for Eviden) - Paris 15th

Firmware Engineer in BMC coprocessor team of Eviden's HPC R&D division

- OpenBMC GNU/Linux distribution development (Yocto / C / C++ / shell / python)
- Team lead for the kernel and userspace implementation of PLDM, an open-source hardware management standard

2019

LIRIS - published at IEEE VR 2020 international conference ☑

Research internship: lead programmer and co-author of ReViVD , an interactive visualizer of 3D trajectories in virtual reality

OTHER PROJECTS

2019 - 2021

Master's project: ADViSE , machine learning-based software for estimating the landing viability of Martian terrain from aerial pictures in real time

○ Subproject: realistic GPGPU terrain generator 🗹 based on compute shaders

2018

Project manager and lead programmer of Centrale Lyon's 14-student team for the national French Robotics Cup

2017 - 2018

Hardware manager at ÉCLAIR, Centrale Lyon's computer science association

o System administrator of the campus' on-premise networking and cloud servers

2016 - 2017

CPGE school project: hacked a roomba into an autonomous cartographer robot

ACADEMIC BACKGROUND

2019 - 2021

Space Robotics Group - Keio University - Japan

Double degree program: Master of Science in Engineering

• Classes focused on low-abstraction computer science and optimization

2017 - 2021

École Centrale de Lyon - France

Multidisciplinary engineering degree from a French Grande École