






Gabriel Ravier

Searching for a motivating C++ job
Software Engineer

CONTACT

-  gabravier@gmail.com
-  +33 6 36 46 16 43
-  Paris (can move)
-  linkedin.com/in/gabriel-ravier
-  github.com/GabrielRavier

SKILLS

Languages:

- C
- C++
- Assembly
- Shell
- CMake and Make
- TypeScript
- Java
- Go

Other technologies:

- Linux
- Reverse Engineering (IDA/Ghidra)
- Git
- Amazon Web Services (AWS)
- Penetration testing
- PostgreSQL, Sybase

Soft Skills:

- Curiosity
- Thirst for knowledge
- Proactive
- Rigorous

LANGUAGES

- French: Native
- English: Bilingual, level C2 (975 on a TOEIC test)
- German: Medium (level B2)

HOBBIES/INTERESTS

Programming, history, piano, chess

PROFESSIONAL EXPERIENCE

Software Engineer internship – Commerzbank (2024-2025)

- C++ and SQL, multiplatform (Linux/Windows)
- Teamwork with an international team with English as the working language
- Transition of a massive project from Sybase SQL to PostgreSQL
- Search & fixing of dozens of bugs

Software Engineer internship – TrackIt (2021 and 2023)

- Go backend, with heavy use of the AWS API
- C++ on a cybersecurity software project
- TypeScript frontend using the AWS Cloud Development Kit (CDK)

Software Engineer internship – NZUP (2018)

- Conversion of Go code to C to maximize performance

ACADEMIC/PERSONAL PROJECTS

Yalibct (Yet Another Libc Testsuite) (2022-Present)

- Personal project, testsuite for the standard library of the C language
- More than 73 bugs found in the C standard library on Linux (glibc) and many other platforms since the start of the project

Epitech – AREA (2023-01 – 2023-03)

- Web app/mobile app alike to IFTTT/Zapier
- Dozens of complex interactions between dozens of services
- TypeScript backend, with Fastify, Prisma and PostgreSQL

Epitech – Arcade (2022-03 – 2022-04)

- Project to recreate various games in C++
- Common API for various graphics libraries (SDL, ncurses, etc.)
- Demo: <https://www.youtube.com/watch?v=yMk1y3bvGwQ>

CSE2 (2018-06 - 2020-10)

- Open-source C++ version of Cave Story, for modders
- Created through reverse-engineering of the original game
- Demo: <https://www.youtube.com/watch?v=VYRTTl5pk90>

EDUCATION

EPITECH (2020-2025)

- Programming with projects, in C++ and C on Linux and Windows
- Many domains explored: CLI, games, network, multi-threading, etc.
- Valedictorian for several years, GPA: 3.8

Lycée Francais Victor Hugo (2011-2020)

- Obtained top marks (“Mention très bien”) on sciences Baccalauréat with mathematics specialization