Gabriel Ravier

Looking for C/C++ internship

CONTACT

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WORK EXPERIENCE

TrackIt	Jul 2021 – Dec 2021

Intern

I worked as a software engineer on TrackIt's flagship software offerings, TrackIt, TagBot along with a few other , primarily fixing bugs while also adding a number of new features, on both the backend and frontends, using Go and JavaScript. As TrackIt's products are made to help interact with AWS, this also gave me significant experience with AWS and its API. I also helped speed up the resolution of a few severe production problems, and worked on a few deployments, which gave me experience with Kubernetes.

NZUP	Jun 2018 – Jun 2018

Intern

I worked 4 weeks in this company as an intern, working to optimize their Go backend, through conversion of specific bottleneck functions to optimized C code to greatly improve their performance, along with larger scale architectural/toolchain changes to make the backend code generally faster.

PROJECTS

School Project - "Arcade"	March 2022 – April 2022

This was a project to write a complicated "arcade-like" program that allows one to play various old games using a variety of different graphics library, all through a common interface. We decided to make it possible to use 3 different graphics libraries (including one that works in text mode) and remake two games, Pac-Man and Nibbler, which we both reproduced accurately.

Video of the project here: https://www.youtube.com/watch?v=yMk1y3bvGwQ

School Project – "my_ftp"	March 2022 – March 2022

This was a project to write a File Transfer Protocol server in compliance with IETF RFC 959. The produced server worked accordingly.

School Project - "42sh"	May 2021 – May 2021

This was a project to write a shell (command-line interpreter) in the style of the C Shell.

The shell I produced is stable and the features it has work perfectly, albeit it is somewhat limited (i.e. not a fully feature-complete C shell clone) as we had little time and we weren't asked to produce a full clone, although I did implement more of its features than we were asked to.

School Project - "Runner"	Dec 2020 – Jan 2021

This was a project to create an Endless Runner game, in which the player runs through a never-ending series of obstacles until they fail to pass one of them.

I aimed to reproduce the well-known game Canabalt, and managed this successfully, in particular with regards to the graphics.

School Project – "Hunter"	Nov 2020 – Nov 2020

This was a school project where we were tasked to recreate a game resembling Duck Hunt to some degree, where the player would shoot at moving targets on the screen. I decided to make a reproduction of Duck Hunt that would be as faithful as possible, which I did successfully.

Video of the project here: https://www.youtube.com/watch?v=TFZgotSo8wM

CSE2	Jun 2018 – Oct 2020

A project to make an open source exact equivalent of the executable used in the indie game Cave Story, in order to facilitate modding of the game. A lot of skills in reverse engineering, C and C++ were necessary to work on this. I was one of the biggest contributors on the project, which was essentially fully completed by the end of 2020.

Video of the project here: https://www.youtube.com/watch?v=VYRTTl5pk90

EDUCATION

Computer Software Engineering	Sep 2020 – Oct 2025

EPITECH – European Institute of Technology

I am studying the C and C++ programming languages, primarily under a Linux environment, while also learning leadership and project management skills.

Primary/Middle/High School	Oct 2011 – Jun 2020

Lycée Français Victor Hugo – Frankfurt, Germany

French international school in Germany. I obtained a Baccalaureat with top marks (i.e. "mention très bien")

INTERESTS

Programming in general, I spend a lot of time contributing to projects I like and reading programming books. I've studied C and C++, along with assembly on a number of processors, in my spare time. I am also part of a number of online communities dedicated to programming.
I am also somewhat interested in working on video games, although I am not particularly experienced with the specifics of it.

LANGUAGE SKILLS

I speak close to perfect English and have obtained a 920 on an TOEIC test. My mother tongue is French.