

Eldred HABERT
Chambre 2B301
15 rue Roche-Genès
63 170 Aubière FRANCE

21 years
+33(0)6 52 34 58 80
contact@eldred.fr
<https://eldred.fr>

Security engineer internship

I am a computer science student deeply interested in security. My curiosity about "how it works" led me to gather a lot of low-level knowledge that will be put to good use in your company for all reverse-engineering purposes, and shared with others.

SKILLS

Tools

Reverse-engineering	IDA Pro, GDB
Collaboration	Git
Programming	Make, CMake
Writing up	LaTeX, HTML+CSS with Reveal.js

Programming languages

Seasoned	C, C++, z80 asm, JavaScript, Python
Average	Java, C#, bash, x86 asm, ARM9 asm
Notions	Lisp, PHP

Spoken languages

Mother tongue	French
Fluent	English
Basics	German, Japanese

Soft skills

- Logical reasoning and creativity
- Ability to absorb and digest new concepts rapidly
- Writing skills for presentations and writeups
- Leadership and management of small teams
- Strong desire for things to be done cleanly

EXPERIENCES

Since August 2019	Maintainership of <i>RGBDS</i>, an open-source Game Boy assembler First experience with other programmers, learning to work with legacy code, being a dependency highly relied on
Since February 2019	Tutoring 17-year old high-schoolers in maths and physics More personal approach to communication, teaching of concrete notions but also more abstract reasonings
Since December 2018	Reverse-engineering of the Super Game Boy BIOS Reverse-engineered using online documentation and IDA Pro, results are slowly published on GitHub for documentation once definitely confirmed
August 2017–May 2018	Homebrew Game Boy development: <i>Aevilia GB</i> First experience in collaborative development, managing a small team of a handful of artists over Internet, rise of the need for organizing

EDUCATION

Sept. 2018–2021 (expected)

College of Engineering in Computer Science at ISIMA (*Institut Supérieur d'Informatique, de Modélisation et de leurs Applications*)

The *Diplôme d'Ingénieur en Informatique* is roughly an equivalent to a Master's Degree in Engineering.

- Picked the security- and network-focused courses, approved by the ANSSI under the labels *CyberEdu* and *SecNumEdu*
- Learning C++, Scheme (Lisp)
- Taking networking classes from Cisco's cyber academy
- Joined clubs geared towards game development, security and tabletop games; also exchanging advice with members of those clubs
- Exploring different tools than previously used to, for example for presentations

2017–2018

Computer Science college at *Université Clermont Auvergne*

This year of college allowed cooling down after the intensity of the CPGE, as well as deepening and consolidating more practical knowledge.

- Learned C, Java, UML, bash
- Furthered some theoretical knowledge
- Started practicing presentation making under classical word processors
- Had a lot of free time to practice Game Boy game programming, see further below

2015–2017

CPGE (*Classe préparatoire aux grandes écoles*), option MP at *Lycée Blaise Pascal*, Clermont-Ferrand

Two-year preparatory course to a selective examination admission, including 8 to 10 hours each per week of math and physics.

- Came up with thought processes to help structure and "compress" the large amount of information taught
- Learned some mid-to-high level theory of computer science in an optional course
- Had to cope with crunch, which reinforced mental strength and showed what a breaking point is

2015

End of high school at *Lycée La Fayette*, Brioude

Obtained the Baccalauréat (A-Levels) *magna cum laude*, with notably high grades in Mathematics, Physics, Engineering, German and English.

HOBBIES

- Indoors climbing
- Cycling, as a primary transport around the city
- Tabletop games
- Game development, including "game jams", wherein a small-scope game must be created in 24 hours

REFERENCES

Details will be provided on request; see contact information in the header