LOUIS-ROY LANGEVIN

M.SC. IN MATHEMATICS WITH STRONG BACKGROUND IN ALGORITHMS AND SOFTWARE DEVELOPMENT, SEEKING SOFTWARE ENGINEER / QUANTITATIVE RESEARCHER ROLE.

EDUCATION 🛳

Master of Science (M.Sc.) Mathematics and Statistics (Thesis) Sep 2024 - Apr 2026

Algorithmic Game Theory | Prof. Adrian Vetta

(B. Sc.) Honours Mathematics and Computer Science

McGill University (3.91/4.0 GPA)

Sep 2021 - Apr 2024

WORK AND VOLUNTEERING

Al trainer for *Outlier* (2024-2025)

LaTeX LLM

- Training large language models by creating and solving math and coding problems.
- Comparing prompts and writing test cases to improve AI models' programming abilities.
- Achieved full marks on the math training and ranked as a top-tier worker.

Volunteer for McGill's competitive programming summer camp (2024 and 2025)

- Taught important algorithms and data structures to high school and cégep students.
- Took part in the selection committee to carefully choose the students who would participate.
- Prepared activities, slides, food, etc., and maintained the good flow of the camp.

Tutoring + Educational platform online

- Hundreds of hours of tutoring in math and physics at all levels.
- Teaching assistant at McGill University in calculus, real analysis, and discrete math.
- Educational content creator with 16 000 followers on social media (@le_cegepien).
- Sold and taught private preparation classes for calculus with 50+ registered students.

RESEARCH EXPERIENCE 4 (My publications)

Probabilistic analysis of algorithms (2024)

C++

- Full-time project at McGill University financed by the NSERC USRA.
- Designing and analyzing algorithms on *Uniform Attachment Trees*, proved 4 distinct results.
- Wrote a time & memory efficient C++ script (here) to help understand large random trees.

Graph theory report (2023)

NP-Hardness

- Full-time project at McGill University financed by the NSERC USRA.
- Wrote a complete study report of proofs on the Burning Number conjecture.

C++

• Implemented linear programs in C++ to study the NP-hardness of the conjecture.

Pvthon

Subelliptic operators report (2022)

- Full-time research at Dalhousie University funded by the ISM scholarship.
- Designed clever mathematical tools to find eigenfunctions of the Grushin operator.

• Studied normally distributed Legendre functions using Java to find their zero-sets.

MATLAB

Maple

Java

Machine learning

Neural networks / Regression methods / Natural language processing

PROJECTS 🖵

String protagonist & (team)

- A guitar hero game but with a real guitar, implemented in 36 hours.
- Interactive front-end with animations coded in React and TypeScript.
- · Achieved 90% accuracy in pitch detection using Fast Fourier Transforms, Web Assembly, and a Rust neural network.

Assembly fractal generator *⊘* (individual)

- . An MIPS assembly program that generates different kinds of fractals depending on the parameters the user gives it using complex numbers.
- · Additional feature that uses the randomness of complex square roots to draw the boundary of any given Julia set.

Assembly image matcher *⊘* (individual)

- . An MIPS assembly program that takes one big image and iterates through it to find any occurrence of some given smaller image.
- Implemented in a cache-friendly way to optimize the speed by more than 500%. Adapted to fully-associative and direct mapped caches.

Library free neural network *⊘* (individual)

- Python script that creates neural networks without using any library.
- · Formulated a unique gradient descent optimization strategy that improves convergence rates with convex optimization.
- Easily implements basic perceptrons and more complex networks.

LANGUAGES

Fluent in English and native in French

CONTACT

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3rd place in ICPC (competitive programming contest) in McGill University (2024)

International Physics Tournament at ETH Zürich (Switzerland, 2024)

representing Canada

2nd place Hackathon (1375\$) at McGill Code.Jam() as a programmer (2023) Participated to other hackathons as well

Scored 24 on the W. B. Putnam math contest (2023)

3rd place in Quebec in the COMC math contest (2020)

1st place in Quebec (250\$) in the AMQ math contest (2019)

SKILLS

Programming

C++ / Python / Rust / Java / C / OCaml

HTML / CSS / JavaScript / React