Laurie Lugrin

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Car driver license

Software Engineer

Personal skills

- Fast and enthusiastic learner
- Both analytical and creative thinker
- People-oriented and cooperative

Languages

- French: mother tongue
- English: experienced, lived in Canada for 3 months
             (CEFR B2 2008, IELTS 7.5 2011)
- German: academic knowledge, lived in Germany for 5 weeks

Professional experience

June 2011 – Present	**Software engineer at Fermat, Moody's Analytics, Montbonnot.** Worked on a team maintaining a bank software. This involved adapting the database and credit risk calculations to a new regulation. • C++, PL/SQL, Visual Studio, Perforce, Agile development
Oct 2009 – Dec 2010 (15 months)	**PhD student, Verimag, France.** Worked on energy consumption of wireless networks. Designed and implemented a method for comparing energy consumption models; studied the datasheet of the embedded radio device CC1100 to confirm the performance of my implementation. Also gave many presentations in English as well as in French and taught at university-level 90 hours of tutorials and practical labs (algorithms and programming in C, formal languages). • Python, C, Unix Shell, Latex, Emacs, Git
2008 – 2009 (~60h)	**Computer Science tutor at Université Joseph Fourier, Grenoble.** Taught 1st and 2nd-year university students in groups and individual classes, alongside my studies.

Summer 2008 (3 months)	**Intern at the University of Toronto, Canada.** Contributed to a software model checker. Implemented a new semantics of μ-calculus and compared its performance (time, precision) with respect to the standard semantics. • Java, Python, Emacs, SVN
Summer 2006 (2 months)	**Intern at LIG, Grenoble, France.** Contributed to an intelligent tutoring system for surgeons. Modeled in UML. Implemented a database. Designed a website. • SQL, UML, XHTML, CSS2

Personal projects

Oct 2010 – Feb 2011	Designed a hardware-based frogger game. Conducted a requirement analysis, wrote a prototype, implemented on FPGA. • C, SDL graphics/sound, VHDL, Git
Late 2008	Developed an IRC bot which makes rhymes and funny remarks interacting with the discussion. • Python, Bazaar, IRC protocol
Feb 2008	Designed and implemented a compiler from the Happy language to C. The Happy language is a functional language with process parallelism. • Java, C
May – June 2007	Designed and implemented the puzzle game Blokus.
Summer 2007	Developed a snake game. • Python, Pygame, Emacs, Bazaar

Education

2007 – 2009	**M.Sc. on Computer Science** with high honors Minor on Artificial Intelligence and Web Université Joseph Fourier, Grenoble
2004 – 2007	**B.Sc. on Computer Science** with high honors Université Joseph Fourier, Grenoble
2004	**Baccalauréat scientifique** (A-Level) Lycée de la Versoie, Thonon-les-Bains

Hobbies

- Music: playing the guitar
- Sports: badminton, via ferrata, ski
- Juggling: member of the organization Argument Massue.
  I conduct initiation workshops.