

# Laurie Lugrin

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Nationality: French

Date of birth: 20/02/1986

Car driving license

## Software Engineer

### Professional experience

June – Aug 2011

#### **Software engineer at Fermat, Montbonnot, France.**

Worked in a team maintaining a bank software. Adapted the database and credit risk calculations to a new regulation.

- C++, PL/SQL, Visual Studio, Perforce, Agile development

Oct 2009 – Dec 2010

#### **PhD (unfinished), Verimag, France.**

Worked on energy consumption of wireless networks. Designed and implemented a method for comparing consumption models; studied the datasheet of the embedded radio device CC1100 to confirm the performance of my implementation.

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, regular expressions, automata).

- Python, C, Unix shell, Latex, Emacs, Git

2008 – 2009

(~60h)

#### **Computer Science tutor at Université Joseph Fourier, Grenoble, France.**

Taught 1<sup>st</sup> and 2<sup>nd</sup>-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  $\mu$ -calculus and compared its performance (time, precision) with respect to the standard semantics.

- Java, Python, Emacs, SVN

Summer 2006

(6 weeks)

#### **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 skills

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

## 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

## Languages

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

## Hobbies

- Music:     Playing the guitar
- Sports:    Badminton, via ferrata, ski
- Juggling:   Member of the organization Argument Massue.  
Conducted initiation workshops.