

Laurie Lugin

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Website: <http://lugin.github.com>

Nationality: French

Date of birth: 20/02/1986

Car driving 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, now living in Ireland (CEFR B2 2008, IELTS 7.5 2011)
- German: academic knowledge, spent 5 weeks in Germany

Professional experience

June - August 2011 **Software engineer at Fermat, Montbonnot, France.**
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 **PhD student, 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. 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, France.**
Taught 1st and 2nd-year university students in groups and individual classes, alongside my studies.

- Summer 2008 **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 **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.
 Conducting initiation workshops.