



KEDADRY YANNIS

APPLICATION FOR A
MASTER'S DEGREE IN
COMPUTER GRAPHICS

TECHNICAL SKILLS

- **WEB DEVELOPMENT :**

Javascript, HTML, CSS

- **OPERATING SYSTEMES
DEVELOPMENT:**

C, BASH scripts

- **DATABASES**

MongoDB, MySQL

- **OBJECT - ORIENTED
PROGRAMMING**

Python, JAVA, C++

- **FUNCTIONAL PROGRAMMING**

OCaml, Scheme

- **SOFTWARES**

Blender, Unity, Godot

- **DEVELOPMENT ENVIRONMENTS**

Vim, VSCode, Eclipse, Github, GitLab

- **LANGUAGES**

French ●●●●●

English ●●●●●

CONTACT

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<https://github.com/MrBigoudi>

ONGOING PROJECTS

Volcanic eruptions simulations

- Trying to implement a fast and realistic physics-based simulation

Adaptive quad mesh simplification

- A triangular to quad mesh conversion and a quad mesh simplification using fitmaps

COMPLETED PROJECTS

Ray Casters

- Ray Casters in Python using PyGame and in C++ using GLFW and OpenGL

Compilers

- Compiler of a C fragment to x86 built in OCaml and a Scheme compiler written in Scheme with a virtual machine in C

Twitter Clone

- Client and server sides of a local website based on a React and NodeJS architecture

WORK EXPERIENCE

Internship: Graphical exercices and improvements of the LearnOCaml interface

IRILL (Initiative de Recherche et Innovation sur le Logiciel Libre), Paris, June 2022 - July 2022

- Integration of different grading strategies for exercices with images as results

Part-Time Job: Assistant Store Manager

**Picard Surgelés, Paris,
July 2021 - February 2022**

- Inventory management, administrative operations and training of new employees

EDUCATION

École Normale Supérieure of Paris

2022 - Today

Sorbonne University

BACHELOR OF COMPUTER SCIENCE -
With Highest Honour - 2022

Lycée Samuel de Champlain

HIGH SCHOOL DIPLOMA (Science) -
With Highest Honour - 2018