

Philippe Carphin

Languages : Native : French and English

EDUCATION	École Polytechnique de Montréal , Montréal, Québec, Canada	
	▪ B.Sc. Computer Engineering	Sep 2013 – Dec 2018
	Université de Montréal , Montréal, Québec, Canada	
	▪ Graduate coursework in Mathematics	Sep 2009 – Sep 2011
	▪ B.Sc. Mathematics	Sep 2005 – Aug 2009
	• Cumulative GPA: 3.8 / 4.3	
AWARDS & SCHOLARSHIPS	▪ Best second year project (Polytechnique)	Fall 2014
	Criteria: Appreciation from the teaching staff Project : 3D pinball game with C# interface and C++/OpenGL game engine. Contribution : Physics, Animation, Shaders Physics Demo: https://youtu.be/9e4Upex_ghw	
	▪ NSERC Research grant for summer project (UofM)	May 2008 – Aug 2008
	Criteria: Academic excellence Project : Math meets Art : An animated explanation of Escher's Print Gallery YouTube link: https://youtu.be/CEauXI6fV2A	
TEACHING ACTIVITIES	École Polytechnique de Montréal	
	▪ Git workshops	Feb 2017
	▪ Lecturer in Advanced Computer Graphics (Graduate course)	Fall 2015
	▪ Videos on makefiles (click here)	
	▪ Teaching Assistant (TA) for the advanced infographics course	Fall 2017
	▪ Teaching Assistant (TA) for the first infographics	Winter 2018
	▪ Teaching Assistant (TA) for first year project class	Winter 2015 - Winter 2018
	École de Technologie Supérieure de Montréal	
	▪ Lecturer in Integral and Differential Calculus	Fall 2011
	University of Montreal	
	▪ Teaching assistant (TA)	2007 – 2010
	Calculus, Linear Algebra, Abstract Algebra, Math and Technology	
WORK EXPERIENCE	Environment and Climate Change Canada , Dorval, Quebec, Canada	
	▪ Programmer/Analyst (Internship)	Jan 2016 – Sep 2016
	• Project : Maestro sequencer : A sequencer for managing supercomputing clusters. GitHub : http://github.com/racetted/maestro , • Work : Bug fixes, Implementation of new features, Major code changes • Languages : C, TCL, BASH • Implementation of new Git workflow and testing module	
PERSONAL PROJECTS	SGF to IGO-\LaTeX	Jan 2016 – Sep 2016
	A tool for automating the creation of \LaTeX presentations of Go games. • GitHub : https://github.com/PhilippeCarphin/go_sgf_to_igo_latex , • Languages : Python, produces \LaTeX output	
PERSONAL SKILLS	▪ Leadership ▪ Team player ▪ Communication and teaching ▪ Willingness to learn	
TECHNICAL SKILLS	▪ Git, Linux, Unix tools, Vim, Tmux ▪ Writing modular, clean and maintainable code ▪ Interface based design & Object Oriented Programming	
PROGRAMMING LANGUAGES	▪ Fluent in : C, Python, BASH, C++, GNUmake, ▪ Well versed in : TCL, \LaTeX , ▪ Familiar with : C#, VHDL, Java, Perl, R, Matlab, HTML.	
INTERESTS	Go (baduk), Cycling , Chess , Machine learning, functional programming, Linux.	