

ABOUT ME

A free minded developer that loves to learn while working to constantly improve himself and the world around him.

I'm home-schooled and learned independently though my curiosity. (Yes I never went to a classical school)

and that has given me early the critical approach tasks without supervision

i'm really comfortable at doing work independently.

this has the benefit to make me come with out-of-the-box solutions to various problems.

EDUCATION

Digital Technology Architect, 42 Paris 

2020 - present

I have studied computer science in a peer learning school that pushes to really understand the low-level functionment of the machine

some project I made at 42

• **Philosophers** -

The classic dining philosopher problem now in C, perfect to learn the way of multithreading and data races.

• **ft_containers** -

I recoded the map, vector and stack containers in C++ following the STL implementation, or how to become expert in the art of templates and know *exactly* how data is stored.

• **ft_python/ft_ML** -

A project that aim to learn Python to use it in a Machine Learning environment, basically how to calculate the loss of a model and improve it using linear gradient descent.

• **MiniRT** -

A simple ray tracing engine to render images of scenes from scratch in pure C, a playfull way to know how to implement matrix operations and vector algorithms in computer logic.

• **Minishell** -

Bash is overrated, why don't we code our own shell in C and use it? i have learn how childs process work and how they communicate using temporaly files.

Evan Arnaud

Developer
C/C++/PythonML



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🔄 Reaster0

📍 Paris

🚗 Driver Licence

LANGUAGES

- French / Native
- English / Professional

SKILLS

C

Computer logic

C++

Object oriented Programming

Python

Machine Learning

Docker/Compose

Easily deployable solutions

Git-CLI

The art of working together

Linux Systems

Using computers has never been so easy

SOFT SKILLS

Autonomy

Desire to learn

Sense of humor