

Coumes Simon

Computer science student

30C Rue Louis Guilloux

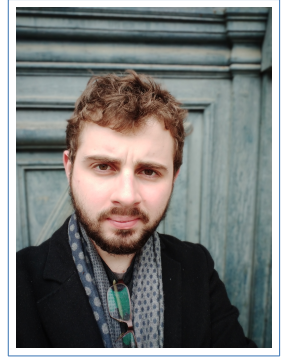
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Education

- 2019-now **ENS Master degree**, *Computer Science*, Ecole Normale Supérieure Rennes (ENS, top french school), Rennes.
- 2018-2019 **ENS License**, *Computer Science*, ENS Rennes , Rennes.
- 2015-2018 **French Classe Préparatoire (CPGE)**, *Mathematics*, Lycée Bellevue, Toulouse.

Experience

- Summer 2020 **Self organised project**, *ROP compiler*, A joint two weeks crush project with other ENS students aiming to produce a partial compiler for ROP (Returne Oriented Programming).
- 2019 - **Collaboration project then Research internship**, *Database queries (Skyline Queries)*,
Summer 2020 team Lacodam INRIA (National Institute for Research in Digital Science and Technology), Rennes.
Publication efforts ongoing
- Summer 2019 **Research internship**, *IA in the context of games, Epistemic Logic*, team Lilac, INRIA, Toulouse.
- 2015 - now **Private tutoring**, *Private maths lessons given at different levels*, both with strangers and
(periodically) relatives.

Programming languages

- Main Python (daily scripting needs), Java (larger projects), LaTeX (all writing)
- Previously C++, Ocaml, SQL, C, NuSMV, HTML/CSS, COQ, prolog
used

Mathematical Skills

- General Maths focused education since 2015. I was recruited through a very selective math contest.
remarks I am generally enthusiastic about maths and favor approachs groundned in set theory and the field of algebrae. I also enjoy the field of logic.

Languages

- | | | | |
|---------|---------------------------|---------|-------------------|
| French | Native speaker | German | school level (A2) |
| English | Bilingual (TOEIC 985/990) | Spanish | school level (A2) |

Other elements

- Currently taking a half year sabatical to study and question various fields of studdy, general methodology, and epistemology
- SWERC participant 2019 and 2020 (part of the ICPC algorithmic programming contest)
- Animate group roleplay games as a part of the ENS games club
- Developped a few mathematical games and an artificial player for the game Quoridor