



Lucas Pluinage

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🌀 TheLortex

A 20 years old french computer science enthusiast

EDUCATION

2017 – present

M.Sc. in computer science

École Normale Supérieure, Paris

- School program available on diplome.di.ens.fr

2016 – 2017

B.Sc. in computer science

École Normale Supérieure, Paris

- Ranked 6th on the admission exam
- With highest honors

2014 – 2016

Undergraduate program

Lycée Louis-le-Grand, Paris

- Preparation to the national competitive admission to the "Grandes Écoles", including the ÉNS
- Intensive program in maths, physics and computer science

2014

Baccalauréat - French high school degree

Lycée Louis Armand, Eaubonne (95)

- Scientific section
- With highest honors

PERSONAL EXPERIENCES

Fall 2017

IA² - Fall school in artificial intelligence

INSA Lyon / A week of lectures about artificial intelligence and game theory (see ia2.gdria.fr)

June 2017 – August 2017

Internship in computer vision

CVLab - EPFL (École Polytechnique Fédérale de Lausanne)

Research program on mean-field inference and machine learning (see the *report*)

March 2017 – May 2017

Operating system development

- School project by groups of two
- Raspberry Pi OS featuring a shell, processes, virtual memory, signals, ext3 filesystem, Linux-like mounting point system, and a graphical mode

2011 – 2017

Various programming contests

- On site events: Prologin (1st, 2014) / Speed Data Scientist (2nd, 2017) / Coding All Star (1st in the Python team, 2017)
- Online events: Google Code Jam (up to round 2) / Facebook Hacker Cup / BattleDev

2013 – 2015

C'Space event

The national rockets launch campaign, organised by the CNES

- Worked on several high-altitude balloons launched during the event.
I was in charge of the telemetry software. (2013 – 2014)
- Participation as a volunteer (2015)

2014

Development of a mini-game

Simple project to learn Android programming

Published on the Google Play Store / Hit 200.000 downloads

SKILLS

Languages Native French / Fluent in English / Some basics in Spanish and Swedish

Languages Native Python / Fluent in C++ / Some basics in Java and OCaml
Sparse usage of Web development tools

Computer science Language theory / Graph theory / General purpose algorithmic
System programming / Low-level programming / Computer architecture
Probabilistic graphical models / Practical machine learning / TensorFlow
Every day usage of Git tool and Linux environment

Interests Robotics / Do-It-Yourself
Movie realization and editing
Improvisational theatre