François M. Demoullin

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Bitbucket: https://bitbucket.com/FrancoisDemoullin

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Webpage: <u>bftf.github.io</u>
Nationality: Luxembourgish

Education

University of British Columbia, Vancouver, Canada

B.Sc., Major in Computer Science (GPA: 4.30 on 4.33 scale)

Expected graduation: June 2017

University of California, Davis, CA, USA (exchange year)

September 2013 - Present

September 2015 - Present

Experience

Research Assistant - GPGPU Lab

September 2015 - Present

- Insights into Image Processing and Parallel algorithms research by being part of the GPGPU lab led by **Dr. John Owens**
- Integration into OpenGL applications and testing of Kerry Seitz's (PhD candidate) meta-shading pipeline using Lua.

Research Assistant - Networking

September 2015 - Present

- UC Davis networking research under the supervision of Dr. Norm Matloff
- Implementation of multi-threaded Server using Python

Squeakshark.com - Co-founder

December 2014 - Present

- · Launch of Squeakshark, a service that helps up and coming artists boost their social media presence
- Full-stack developer: worked on web front end (JavaScipt, HTML, CSS, jQuery) and backend (PHP)

Computer Science Teaching Assistant

September 2014 - January 2015

- Computer Science class on HTML, JavaScript and UNIX
- Responsible for weekly labs and office hours

Ville de Luxembourg (City Government) - Intern

July 2014

- Web application using ZK, a Java based web framework
- · Implementation of online recruitment platform

BNP Paribas (4th largest bank worldwide) - Software Architecture Intern

June 2014

- Studied large scale log-management solutions in banking sector
- · Proposed solution: ElasticSearch in combination with Kibana and a custom uniform log syntax
- · Outcome: Significant reduction of bug detection time and increased data security

Projects

Particle System on GPU

- Parallelized GPU implementation, supporting the rendering of up to 1 million particles
- Using C++, the OpenGL graphics API and GLSL as the shader language
- https://bitbucket.org/FrancoisDemoullin

Tweet Map Web Application

- Web application allowing users to plot any Twitter tweets on a world map
- Using Ruby on Rails as the Web Framework, deployment using Heroku
- http://tweet-maps.herokuapp.com/

Skills

Programming languages

- C++, Java, JavaScript, GLSL, HTML5, CSS
- Familiar with: C, Python, Ruby on Rails, Drupal7, PHP, Lua

Languages: English, French, German, Luxembourgish and Spanish