

SOFIANE DJERBI

Computer Science | Mathematics

☎ (+33)695 800 269 @ contact@kugge.dev kugge.dev

🐙 github.com/Kugge 📍 France, 07500 Guilhaud-Granges

👤 I'm a 22 years old passionate developer who loves to build and create awesome software.

</> KEY SKILLS

Languages Python, Java, C, C++, Rust, Nim, Haskell, OCaml, Bash, GLSL
Libraries Pyplot, Numpy, Pandas, Gloss, SDL2, NCurses, Scipy, Rayon
Tools Git, Maven, Gradle, Makefiles, Linux, Doxygen, \LaTeX , Github, Sphinx, Shadertoy

📁 EXPERIENCE

September 2021 | **Math Tutor, DLST, Université Grenoble Alpes**
July 2022
— Weekly monitoring of first-year students.
— Ensure understanding of abstract mathematical concepts.
— Supervise a group of students and introduce them to a mathematical topic.
[Set Theory](#) [Applied Mathematics](#) [Real Analysis](#)

December 2021 | **Internship (Project Manager), CEA LETI, IM²AG**
April 2022
— Project planning and scheduling.
— Working with a group of students on a project.
— Interfacing microcontrollers.
[Visual Basic](#) [Python](#) [Microcontroller](#) [Project Management](#) [API Creation](#)

🌐 LANGUAGES

French (Native) ● ● ● ● ●
English (B2.2) ● ● ● ● ○

+ STRENGTHS

— Passionate about mathematics
— Rigorous and creative :

🎓 EDUCATION

2022 - 2023 **Magistère** de Mathématiques
2019 - 2022 **Licence** Mathématiques et Informatique, mention "Bien"
2015 - 2019 **Baccalauréat** Scientifique, mention "Bien"

🏆 AWARDS

November 2021 | **CS Contest Winner, IM²AG, Université Grenoble Alpes**
— Solving problems as a team.
— Dealing with NP-Hard problems.
[Problem Solving](#) [Teamwork](#) [Git](#)

💻 PROJECTS

JULIA ROTATION / MANDELBROT ZOOM

2022

<https://www.youtube.com/watch?v=zFuWUMd3WK4>

A GLSL Shadertoy implementation of a simple Julia morph and Mandelbrot zoom.
Interactive versions are available [here](#).

[GLSL](#) [Shadertoy](#) [GPU](#)

HASKELL CONNECT4

2021

github.com/Kugge/Haskell-Connect4

Implementation of the Connect 4 game in Haskell, with minimax AI.

[Haskell](#) [Minimax](#) [Gloss](#)

NONOGRAM SOLVER

2021

github.com/Kugge/Nonogram-Solver

Scrapping and solving Nonograms with SAT Solvers.

[Python](#) [Scrapping](#) [Logic](#) [Sat Solvers](#) [\$\LaTeX\$](#)

PYBOY ENV

2020

github.com/Kugge/pyboyenv

Turn any gameboy game into a reinforcement learning environment.

[Python](#) [PyBoy](#) [Reinforcement Learning](#) [Gym](#)