

# Louise Poubel

*Cosmopolitan roboticist with a passion for open source and developer experience.*

## Software

Gazebo / Ignition	core dev
ROS (1 and 2)	collaborator
Linux, Mercurial, Vim, Git, CMake, Docker, tmux	heavy user
Office, Inkscape, GIMP, OpenSCAD, KDenlive, LaTeX	casual user

## Programming

C++	heavy user
JavaScript, CMake, Ruby, Bash	casual user
TypeScript, Angular, Polymer, C, Python	familiar

## Education

### Masters of Automation and Production Systems

📍 Nantes, France 2012 - 2013

### MEng on Robotics and Control

📍 Warsaw, Poland 2011 - 2012

### BS on Electromechanical Engineering

📍 Chiba, Japan 2007 - 2011

## Achievements

### Robohub

[25 women in robotics you need to know about – 2015](#)

### Outreachy Scholarship

GNOME stipend to work on Open Source for 3 months.

### Erasmus Mundus Scholarship

Masters studies in Europe and life expenses fully covered for 2 years.

### MEXT Scholarship

Undergrad studies in Japan and life expenses fully covered for 5 years.

## Languages

🇵🇹 Portuguese	native
🇬🇧 English	fluent
🇯🇵 Japanese	advanced
🇪🇸 Spanish	advanced
🇫🇷 French	intermediate
🇵🇱 Polish	basic

## Experience

### Open Robotics

- |       |                          |                |
|-------|--------------------------|----------------|
| 🌐 USA | Senior Software Engineer | 2015 - present |
|-------|--------------------------|----------------|
- Lead technical development of the Ignition framework's entity component system core, [Ignition Gazebo](#) and GUI library, [Ignition GUI](#). Using C++17, QtQuick, QML, material design.
  - [Gazebo](#) simulator's core development in C++11. Involved in all aspects, including physics, rendering and transport, with a focus on GUI. Using libraries like Qt, Protobuf, Ogre3D, ODE.
  - Refactoring of Gazebo wrappers, gazebo\_ros\_pkgs, for ROS 2.
  - Development of competition environments and game mechanics, such as [NASA's Space Robotics Challenge](#) and [ServiceSim, the Service Robot Simulator](#). Using ROS, eRuby,
  - Development of [Igniton Fuel](#), a platform hosting simulation assets online. Involved in the Angular 4+ web UI, as well as the C++ library and command line tool.
  - Development of [CloudSim](#), a platform for running simulations on the cloud. Involved in full stack, from usability and front-end in Polymer to back-end in NodeJS and integration with AWS services.
  - Interaction with open source community through [forums](#), issue trackers and social networks.
  - Mentored remote interns through Google Summer of Code and Outreachy.

### Open Source Robotics Foundation

- |          |                     |             |
|----------|---------------------|-------------|
| 🌐 Remote | Intern / Contractor | 2013 - 2014 |
|----------|---------------------|-------------|
- Developed the mobile version of Gazebo's web client, [GzWeb](#), using Three.js, AngularJS and jQuery. Conducted usability tests and developed features for both desktop and mobile versions,.

## Selected publications

[Open Source Robotics: Getting Started with Gazebo and ROS 2](#)

InfoQ, 2019

[The Robotics Revolution is Open Source](#)

Scientific Computing, 2016

[Support Changes during Online Human Motion Imitation by a Humanoid Robot using Task Specification](#)

IEEE International Conference on Robotics and Automation, ICRA 2014

## Selected presentations

[From Robot Simulation to the Real World](#)

QCon.ai 2019

[Open Source Robotics: Hands on with Gazebo and ROS 2](#)

QConSF 2018

[Space Robotics Challenge backstage: A glimpse at the challenges of running the competition](#)

ROSCon 2017

[Making room under Gazebo: accommodating newcomers and power users alike](#)

OSCON 2017

[What's new in Gazebo? Upgrading your simulation user experience!](#)

ROSCon 2016

[C++ in Open Source Robotics](#)

CppCon 2015

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