

Erwan Kessler

Computer Engineering
Student in Cyber Security



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github.com/hube12



https://erwankessler.com

INTERNSHIP FROM FEBRUARY TILL SEPTEMBER (01/02-01/09)

Education

2020-current
ERASMUS EXCHANGE PROGRAM IN CYBERSECURITY
University of Twente (7522 NB, Enschede NL)

2018-current
GRADUATE COMPUTER ENGINEERING SCHOOL
Grande école d'ingénieur (Eq Master Degree)
Mines-Télécom Nancy (54000 Nancy FRANCE)
University of Lorraine

2016-2018
PRÉPARATORY CLASSES (A GRADE)
TWO-YEAR UNDERGRADUATE INTENSIVE COURSE IN
MATHEMATICS AND PHYSICS.
Lycée Albert Schweitzer (68200 Mulhouse FRANCE)

2013-2016
BACCALAURÉAT S (SUMMA CUM LAUDE)
French High School Diploma in Mathematics with
Spanish-Language European Section
Lycée Déodat de Séverac (66400 Ceret FRANCE)

Professional Experience

Summer 2020
INTERNSHIP AT THE LABORATORY OF BANYULS /S MER
Oceanographic Observatory of Banyuls /s Mer
depending of SORBONNE University
2 months (Internship of 3 months at Safran Helicopter Engine cancelled due to COVID19)

Summer 2019
INTERNSHIP AT THE LABORATORY OF BANYULS /S MER
Oceanographic Observatory of Banyuls /s Mer
depending of SORBONNE University
2 months

Summer 2017
SUMMER JOB IN A RESTAURANT
Restaurant "La Maison" 66700 Argeles /s Mer FRANCE
2 months

Associative Activities

- Help to seniors every Thursday at a local retirement home with their computers and electronics devices
- Organization of the 2019 Gala of Telecom Nancy
- Workshop for children with tiny robots: Prog4Kids

my hobbies



DRUMMER



SWIMMER



WATER SPORTS
(REGIONAL SAILING
CHAMPION)



PUZZLES &
GAMES

About me

Problem solver and creative computer engineering student with over 10 years of tinkering in software development.
Seeks internship in a dynamic enterprise to learn new processes and methods.
Enjoy discovering new technics and usually spend lots of time playing with the oddities of a new framework/language before doing anything meaningful with it.
Usually find workarounds for most of the bugs.

Programming Languages Known

PYTHON: DECOMPILER, NEURAL NETWORKS, GUI, WEB APPS
CPP: 3D GAME, EFFICIENT BRUTEFORCING
JAVA: 2D GAMES, BUILD SYSTEMS, NETWORKS MANAGEMENT
C: GPU BRUTEFORCING (OPENCL), WEBASM
JAVASCRIPT: GAMES, REACT.JS, VUE.JS, FAST SOLVERS
RUST: MULTITHREADED AND GPU WORKLOAD FOR BOINC
FORTRAN: DISPERSION ANALYSIS, LATTICES SOLVER
OCAML: COMPILER, FUNCTIONAL PROGRAMMING
SCALA: BACKEND, NEURAL NETWORK
(LA)TEX: PROJECTS REPORTS, MEETING MINUTES
OTHERS: ALGOL60, ASM, BASH, C#, CUDA, D, DART, ELIXIR, F#, HAXE, JULIA, KOTLIN, LUA, MATLAB, OPENCL, PERL, PHP, PROLOG, Q#, R, V

Others Skills

- PROJECT MANAGEMENT (MOOC GDP)
- VERSIONING (GIT) AND CI (GITLAB, TRAVIS)
- MACHINE LEARNING (CLASSIFIER TO GANS)
- REVERSE ENGINEERING (R2 AND IDA)
- DOCKER CE/DOCKER COMPOSE, VAGRANT
- POETRY, GRADLE, MAVEN, CMAKE, MESON, BAZEL
- DEPLOYMENT OF A BOINC PROJECT:

<https://minecraftathome.com>

languages



NATIVE



FLUENT (C1)
TOEIC 960



INTERMEDIATE (B2)