

Nanrocki Erwan

Curriculum Vitae

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Permis de conduire B, B1 et AM



Projects

- 2018 **Corewar**, C, asm (assembler).
Creation of virtual machine/emulator which can run binary code
- 2017 **Lem-in**, C, Parsing.
Seeking the shortest routes in an "anthill"
- 2017 **Push-swap**, C.
Searching, selecting then coding a sorting algorithm (with limitations)
- 2016–∞ **Libft**, C.
My own library (set of little codes to use to realize futur projects)
- 2014–2015 **Map generator randomized**, C.
Generate an image BMP of a continent
- 2013 **Pac-Man**, Maple, Artificial Intelligence.
Create I.A. and test their current performances

Formation

- 2016–2019 **Ecole42 Born2code**, Computer school self-learning,
Reorientation, Ecole 42 Paris.
Concrete implementation on various programming projects and coding
- 2014–2016 **First year of an engineering programme**, GIS (Génie Informatique et Statistique),
Bac+3 Validated, Polytech Lille.
Theoretical knowledge of databases, and basic SQL
- 2011–2014 **CPGE (Preparatory Classes for the Prestigious Universities)**, MP (Mathematical and Physica),
Bac+2, Classe préparatoire Clémenceau de Reims.
Developing a global view of (real) Mathematical and their practical applications

Professional experience

- May – June 2018 **Developer C/C++**, MINVA, Paris, High frequency trading and Crypto currency.
Parsing, optimisation, strategy simulation, unit testing, ...

Skills

Programming (and software)

C/C++	★★★★★	Latex	★★★★★
Git/Github	★★★★★	html, css	★★★★★
Shell	★★★★★	SQL	★★★★★
Linguistiques Anglais			
Listening	B1 (TOEIC 2016 : 375/495)	Reading	B1 (TOEIC 2016 : 310/495)

Main interests

- Video games I like strategy game and RPG : *Final Fantasy VI*, *Fire Emblem 7*, *Xenoblade*, ...
- Reading Mostly *epic fantasy* : *Eragon*, *Tara Duncan*, *La roue du temps*, ...
- Game tables roleplaying game on paper and various board games