

GAUTHIER GLÜCKMANN

Rue de la Résistance 30 ◊ Theux, Belgium
+32/477/20/09/68 ◊ gaugluck@gmail.com

EDUCATION

University of Liège, Belgium

B.S. in Electrical Engineering
Minor in Computer Science & Engineering
Multiple TA positions
Greatest Honors (CGPA: 18.12/20)

Sept. 2021 - June 2025

Delft University of Technology, Netherlands

MSc Electrical Engineering
Specialized in Digital Electronics (computer architectures, chip design)

Sept. 2025 - June 2027 (expected)

WORK EXPERIENCE

University of Liège

Student TA

Sept. 2023 - June 2025

Liège, BE

- Assisted in **Calculus, Algebra, C programming**, and **Digital Electronics** classes.
- Corrected formative tests in algebra and calculus, providing feedback to ensure accurate student assessment.
- Led C programming exercise sessions, guiding students through key concepts and code troubleshooting.
- Helped students with digital electronics exercises and VHDL projects.

University of Liège

Summer 2025

- Designed a full-stack application to allow live visualizations of the outputs of a weather forecasting model designed by the Montefiore research group.
- The interface is still to be made public

FAVOURITE PROJECTS

Personal Projects

- OpenGL multi-threaded Minecraft clone with semi-realistic lighting (C++).
- Arduino-powered word clock, custom PCB (inspired by *this blog*).
- Multiplayer aeroplane simulator in Unreal Engine, using Steam sockets.

University Projects

- VHDL-based CPLD wooden safe with servo motor, EEPROM, and keypad interface.
- Socket-based Minesweeper with custom HTTP server in Java (WebSockets & HTTP).
- Custom CPU design (Harvard architecture).

TECHNICAL STRENGTHS

Programming Languages

C, C++, Rust, C#, Python, Java, JS, VHDL, some x86-64 assembly

Protocols & APIs

Sockets, OpenGL, PyTorch, Svelte

Tools

Git, Quartus, KiCad, Visual Studio, VS Code, Unreal Engine, Unity

Languages

Fluent in French and English