

GAUTHIER GLÜCKMANN

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EDUCATION

University of Liège, Belgium

June 2025 (expected)

B.S. in Electrical Engineering

Minor in Computer Science & Engineering

Multiple TA positions

CGPA (as of 15/12/24): 17.92/20 (89.6%)

WORK EXPERIENCE

Summer Jobs

Various Locations

- Worked as a cashier at Delhaize (Verviers).
- Served food during the Spa Fi Grand Prix.
- Currently employed at a bike rental and tree climbing park (Lake Gileppe Dam).
- Gained experience in time management, problem solving, communication, and stress management.

University of Liège

Sept. 2023 - Present

Student TA

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.

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, Logisim, no optimisations).

TECHNICAL STRENGTHS

Programming Languages

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

Protocols & APIs

JSON, HTTP, Sockets, OpenGL, learning Vulkan

Tools

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

Languages

Fluent in French and English

Electronics

Soldering, PCB design, component research