## Romain PEREIRA

Engineer student at ENSIIE (France), looking for a 10 to 12 weeks summer internship in computer science, between June 3<sup>rd</sup> and September 1<sup>st</sup>

31 cours Mgr. Roméro 91000 Evry, France • 06 13 64 77 15 ▼ romain.pereira@ensiie.fr http://pereira.iiens.net/ Born 1996/01/27 French driving license



Sociable, motivated and rigorous.

Sports

Culture

Rock climbing, Football

Music (the guitar), video games

Coolable, metrated and rigoroaci	
	EDUCATION
2017 – 2020	Computer Science Engineering degree – Currently in 2 <sup>nd</sup> year at ENSIIE École nationale supérieur d'Informatique pour l'Industrie et l'Entreprise Teaching materials in Informatics, Mathematics and Economics Specialization: Intensive Computation and Massive Data
2017 – 2018	Bachelor of Mathematics (double diploma) University of Évry Val d'Essonne, Évry
2015 – 2017	Classes Préparatoire aux Grandes Écoles (CPGE MPSI-MP)  Lycée François 1er, Fontainebleau  2 years of intensive learning in mathematics and physics mainly.
2014 – 2015	Training in informatic development School 42, Paris 17ème
	TECHNICAL SKILLS
os	GNU/Linux, Windows (7, 10), Mac OS X
Languages	C, C++, ASM (Intel x86), Java, Python
Others	git, CUDA, OpenGL, OpenAL, MPI, Armadillo, Doxygen, VHDL, Bash
	EXPERIENCES
2017 – 2019	School project at ENSIIE  • In-depth study of the Linux kernel  • Micro-architecture : creation of a programmable 7-segment (VHDL, FPGA Intel, Cyclone II)  Associative project within the Student Gaming Network (SGN)  • System administrator and web developer
July 2018	1 <sup>st</sup> year internship at ENSIIE <u>Computer system administration and application developpement</u> (Windows) at SOGETI
2015 – 2017	<ul> <li>School and personal projects (TIPE):</li> <li>Graphic rendering and procedural generation of <u>heightmaps</u></li> <li>Cubical voxel-based game engine : <u>demo</u></li> </ul>
2014 – 2015	School programming project (mainly in C):  Realized as part of my apprenticeship at Ecole 42:  • Development of a Shell interpreter, C libraries, sorting algorithms  • Data structures: vectors, lists, binary tree, binary heaps, hashing tables  • Graphic rendering (rasterization and ray-tracing)
	LANGUAGES
French	Native tongue
English	Fluent (speaking, reading, writing)
	HOBBIES