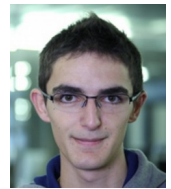


# Romain PEREIRA

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

31 cours Mgr. Roméro  
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<http://pereira.iiens.net/>  
Born 1996/01/27  
B permit



Sociable, motivated and rigorous.

## EDUCATION

- 2017 – 2020 **IT Engineering degree – Currently in year 2 at ENSIIE**  
*École nationale supérieure d'Informatique pour l'Industrie et l'Entreprise*  
Teachings in Informatics, Mathematics, Finance et Human formation,  
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)**  
*2 years of intensive learning in mathematics and physics mainly.*  
*Lycée François 1er, Fontainebleau*
- 2014 – 2015 **Training in computer 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 developer
- July 2018 **1<sup>st</sup> year internship at ENSIIE**  
[Computer system administration and application developpement](#) (Windows) at SOGETI
- 2015 – 2017 **School projects (TIPE):**
  - Graphic rendering and procedural generation of [heightmaps](#)**Personal development project**
  - Voxel game engine : [demo](#)
- 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**

## HOBBIES

- Sports Rock climbing, Football
- Culture Music (the guitar), video games