Jonathan LÉVY

Software Engineer
High-performance & embedded

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in *Jonathan Levy (LinkedIn)*

Experience

2023 – Now	**GPU Software Engineer**, *Qualcomm Technologies*, Cork, Ireland DirectX 12 Driver Development Snapdragon X Elite Adreno GPU.
2019 – 2021	**R&D Software Engineer**, *Inria*, Sophia-Antipolis, France Custom-tailored development for research using AGILE Gnomon, SW2D, DTK-Qt5.

Education

2021 – 2023	**Research Student**, *Osaka University*, Japan, MEXT Scholarship Award 2020 High-performance computing for GPU with NVIDIA CUDA for DNA analysis, Pr. INO Lab.
2017 – 2019	**Master of Science, Embedded Systems**, *Delft University of Technology*, The Netherlands Thesis: *Acceleration of DNA seed-extension alignment for BWA-MEM using NVIDIA CUDA.*
2014 – 2017	**Master of Science, Mechatronics**, *Ecole Normale Supérieure de Rennes*, France BSc. Electrical Eng., BSc. Mechanical Eng., Master in Mechatronics.

Skills

C / C++	Advanced	*Hardware-level optimization, object-oriented, Qt5*
Git	Advanced	*CLI, submodules, GitHub / GitLab / Gerrit*
Python	Proficient	*All-purpose, object-oriented*
GPU	Proficient	*DirectX 12.2, Ray-tracing, Microsoft PIX, NVIDIA CUDA*
Scripting	Fairly proficient	*Bash, Powershell, Ruby, Python/Jupyter*
Operating Systems	Fairly Proficient	*Windows & Linux programming, Linux systemd*
Web	Notions	*HTML-CSS-Javascript, NGINX hosting, Docker*
Android	Notions	*Android SDK with Kotlin*
Build Tools	Proficient	*CMake, Make, Visual Studio*
Collab. Tools	Proficient	*Jira, Confluence, Microsoft Office*
Audio & DAW	Fairly proficient	*Steinberg Cubase 13, podcast editing & mixing*

Languages

French	Native speaker	*Born and raised.*
English	Bilingual	*6+ years of daily life in English. IELTS 8/9.*
Japanese	Business Proficiency	*Lived in Osaka for 1.5 years. JLPT N2.*
Spanish	Listening and reading	*CEFR B2.*

Projects & Hobbies

Server admin
: *https://www.calvinballconsortium.fr*
Web programming (Javascript), hosting (NGINX), services (Docker), Setup (Ansible)

Android app
: R/a/dio app, *on Google Play* and *Github* (Kotlin)

Podcasts
: *Recommandé* (80 episodes, 5 years), occasionally *Calvinball* (150+ episodes, 7 years).

Audio
: Steinberg Cubase 13 for music production ; PreSonus Studio One for podcast editing.

Music
: Rock, Pop, Electronic, Vocaloid

References

John O'Shea
Manager, Qualcomm Technologies
GPU Software Team, Ireland
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Fumihiko Ino
Researcher in GPU parallel computing
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