

Antonin Carette

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<https://github.com/k0pernicus>

Personal

French citizen.

Education

Master's degree - Univ. Lille1, 2014 - 2016

Computer Science - Complex Models, Algorithms and Data.
Villeneuve-d'Ascq, France.

Bachelor's degree (*cum laude*) - Univ. Lille1, 2012 - 2014

Computer Science.

Villeneuve-d'Ascq, France.

University diploma - Univ. Lille1, 2010 - 2012

Biology - Cellular Biology and Human Physiology.
Villeneuve-d'Ascq, France.

Work experience

Research project - IRCICA, October - February 2015

Emeraude Team - Master's project

Villeneuve-d'Ascq, France.

State of art about energy consumption models for Android mobile devices, in order to minimize energy consumption of big.LITTLE processors using Machine Learning.
C, Machine Learning.

Software developer - INRIA, June - August 2015

SequeL & Spirals Team - Internship

Villeneuve-d'Ascq, France.

Software to predict bugs propagation for Java projects.

Python 3.4, Machine Learning.

Paper submitted to ICSE 2015.

Serious-game developer, January - June 2015

SMAC Team - Master's project

Villeneuve-d'Ascq, France.

Serious-game to simulate halieutic resources, with a multi-agent system.

Netlogo, IODA.

Web developer - Computer Science Laboratory of Lille, April - June 2014

Bonsai Bioinformatics Team - Internship

Villeneuve-d'Ascq, France.

Web platform to study V(D)J recombinations (a mechanism of genetic recombination), according to their edit distances. Using some edit distances algorithms (Levenshtein, Smith-Waterman, etc...) and dynamic programming.

HTML5, CSS3, LESS, JavaScript, Ajax, C++.

French paper hosted on Github: https://github.com/kopernicus/Rapport_Stage_S6.

French presentation hosted on Github: https://github.com/kopernicus/Presentation_Stage_S6.

University tutor of the first 'Algorithms and Imperative Programming' module, January - March 2014
Disabled Organizations

Villeneuve-d'Ascq, France.

Teach the OCaml programming language, to a disabled engineering student.

Multimedia integration - S.E.M.M. Lille1, October 2011 - July 2013

Villeneuve-d'Ascq, France.

Help to the multimedia integration. Usage of the 'Scenari' editorial's chain, and LaTeX.

Personal experience

Projects

Redox-OS contributor

Contributor to the Rust operating system : Redox-OS.

Rust, C.

Software developer

Software to track and keep an eye on your git repositories. 'Giwyn' is recursive: 'Giwyn Is What You Need'.

Python3.4.

Programming language developer

Development of a verbose and simple compilable programming language, named *Very Simple Language*.
 Jison, JavaScript (*back-end*), nodeJS (*compilation*).

Web developer

Development of movie-network.net, a website which identify and displays similar movies from one you like.

HTML5, CSS3, JavaScript, JQuery, JSDoc, TheMovieDatabase API.

Video-game developer Petshop simulation, on computer console.

Python3.4.

FirefoxOS applications developer Development of a video-game application named "MoziPong", a FirefoxOS's pong-like.

Marketplace URL: MoziPong

HTML5, CSS3, JavaScript.

Cultural organizations

Mozilla

Mozillian & Firefox Student Ambassadors member

Active member of the Chtinux Association

Chtinux is a local Linux user group
Lille, France.

Community Manager and secretary of the Computer Science Students Association, 2012/2013

Villeneuve-d'Ascq, France.

Computer skills

Oriented Objects languages

Java, C++, Python, Rust.

Imperative languages

C, OCaml

Functional language

OCaml

Web languages

HTML5, CSS3, JavaScript, PHP

OS

Gnu/Linux (Debian, Archlinux, ElementaryOS), MacOS

Others

Git, Mercurial, SVN.

LaTeX.

POSIX interface.

Languages

French - Mother tongue

English - TOEIC (860/995) - C1 European level

Hobbies and interests

Scriptwriter and direction of short movies

Comics

Open Source

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