Jean-Baptiste **Keck**

Engineering student

About

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Languages

french mother tongue
english TOEIC 910
german B1 level

Programming

C/C++,
CUDA, OpenCL,
Java,
Python,
CMake, Git

Libraries

MPI, OpenMP
OpenGL3.3+, Qt4
OpenCV, DevIL
Boost, Eigen

Tools

Vim, Eclipse
CMake, Git
Gdb, Valgrind
Ansible

Programs

Maple, Matlab
FreeFEM++
Gimp, Solidworks

Objective

Looking for a 20 weeks long master's thesis project in scientific computing, beginning end-April 2015.

Interests

GPGPU, HPC, modeling, scientific computing, computer graphics, serious games, applied mathematics, physics.

Education

Since 2014 **Master of Science in Industrial and Applied Mathematics**
Grenoble Institute of Technology - Ensimag, Grenoble, France
Specialization in modeling and scientific computing.

2012-2015 **Superior National School of Applied Mathematics and Computer Science**
Grenoble Institute of Technology - Ensimag, Grenoble, France
Three years of studies leading to a master degree.
Specialization in mathematical modeling, image and simulation.

2010–2012 **Classes Préparatoires aux Grandes Écoles** Lycée Kléber, Strasbourg, France
Preparation for national competitive entrance exams to leading French "grandes écoles", specializing in mathematics, physics and engineering science.

2007-2010 **French Baccalauréat S.** Lycée Blaise Pascal, Colmar, France
Specialization in engineering science.

Experience

10–12 2014 **Particle flocking** Master project, Ensimag
Efficient particle flocking algorithms using MPI and CUDA.

06–07 2014 **Electrophysiological modelling on GPU** School speciality project, Ensimag
Real time cardiac muscle cells simulation on GPU (C++,OpenCL,OpenGL).

02–06 2014 **Introduction to lab research** Lab project, TIMC-IMAG Laboratory, Grenoble, France
Efficient 3D isotropic volume reconstruction based on 2D localized ultrasound images of intra-articular cartilage using CUDA.

02–05 2014 **3D Graphics - Submarine scene generation** School project, Ensimag
Procedural terrain generation with caves, shader accelerated marching cubes, CUDA particle simulation (C++, CUDA, OpenGL3.3+, OpenAL).

01–02 2014 **Software engineering - Java compiler** School project, Ensimag
Java subset compiler using Java, ANTLR and agile methods.

07–08 2013 **Constellium, Biesheim, France** Summer job
Aluminum recycling.

06–08 2011 **Alcan, Biesheim, France** Summer job
Overhead craneman and forklift truck operator.