

# SOFIANE DJERBI

## Computer Science | Mathematics

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🐙 [github.com/Kugge](https://github.com/Kugge)   📍 18 Rue du Bournet, Seyssins  
👤 21 years old student in mathematics and computer science

## </> KEY SKILLS

**Languages** Python, Java, C, C++, Rust, Nim, Haskell, OCaml, Bash  
**Libraries** Pyplot, Numpy, Pandas, Gloss, SDL2, NCurses, Scipy, Rayon  
**Tools** Git, Maven, Gradle, Makefiles, Linux, Doxygen,  $\LaTeX$ , Github

## 📁 EXPERIENCE

September 2021 Present	<b>Math Tutor, DLST, Université Grenoble Alpes</b> <ul style="list-style-type: none"><li>&gt; Weekly monitoring of first-year students.</li><li>&gt; Ensure understanding of abstract mathematical concepts.</li><li>&gt; Supervise a group of students and introduce them to a mathematical topic.</li></ul> <div>Set Theory   Applied Mathematics   Real Analysis</div>
December 2021 April 2022	<b>Internship, CEA LETI, IM<sup>2</sup>AG</b> <ul style="list-style-type: none"><li>&gt; Working with a group of students on a project.</li><li>&gt; Interfacing microcontrollers.</li></ul> <div>Visual Basic   Python   Microcontroller   Project Management</div>

## 🌐 LANGUAGES

French ●●●●●  
English ●●●●○

## + STRENGTHS

- > Always seeking improvement
- > Problem Solving
- > Project management

## 🎓 EDUCATION

2021 - Present	<b>Magistère d'Informatique</b>
2019 - Present	<b>Licence Mathématiques et Informatique</b>
2015 - 2019	<b>Baccalauréat Scientifique, mention "Bien"</b>

## 🏆 AWARDS

November 2021	<b>CS Contest Winner, IM<sup>2</sup>AG, Université Grenoble Alpes</b> <ul style="list-style-type: none"><li>&gt; Solving problems as a team.</li><li>&gt; Dealing with NP-Hard problems.</li></ul> <div>Problem Solving   Teamwork</div>
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## 💻 PROJECTS

<b>ANIMATED JULIA</b> 🐙 <a href="https://github.com/Kugge/Animated-Julia">github.com/Kugge/Animated-Julia</a> Shows the continuity between Julia sets with high quality animations. <div>Rust   Rayon   FFmpeg</div>	2021
<b>HASKELL CONNECT4</b> 🐙 <a href="https://github.com/Kugge/Haskell-Connect4">github.com/Kugge/Haskell-Connect4</a> Implementation of the Connect 4 game in Haskell, with minimax AI. <div>Haskell   Minimax   Gloss</div>	2021
<b>NONOGRAM SOLVER</b> 🐙 <a href="https://github.com/Kugge/Nonogram-Solver">github.com/Kugge/Nonogram-Solver</a> Scrapping and solving Nonograms with SAT Solvers. <div>Python   Scrapping   Logic   Sat Solvers   <math>\LaTeX</math></div>	2020

More projects can be found on [Github](https://github.com).