



Meven COUROUBLE

IT Engineering Student at EPITA in 3rd year

Cursus

Education

- 2014-2019 **Computer Engineering, EPITA**, Paris, French engineering school.
- 2016 **Computer Engineering, Stellenbosch University**, South Africa, classes in english.
- 2014 **High school, Lycée Viollet-Le-Duc**, Villiers-St-Frédéric, Scientific baccalaureat diploma, with distinction.

Experience

Jobs

- 2016-2017 **C# and OCaml Teaching Assistant for first year students, EPITA.**

Internships

- 2017-2018 **Game Engine Engineer Assistant, Spiders Games**, 4 months.
- 2016 **Tool for extracting features of text in natural pictures, in Java/Swing, EPITA Research & Development Laboratory (LRDE)**, 2 months.

School projects

- 2017 **Tiger Compiler**, Full implementation of a compiler for Andrew Appel's language **C++**
- 2017 **Creeps**, Basic, dummy and prolific Minecraft AI for automatic mining **Java**
- 2016 **LibBistro**, Generic library for arithmetic operations on numbers of arbitrary size and base **C++**
- 2016 **42sh**, A POSIX compliant shell, I was in charge of the parser (team of 3) **C**
- 2016 **Raytracer**, 3D scene renderer, using C standard library (team of 2) **C**
- 2015 **1984**, Facial recognition program (team of 4) **C**
- 2015 **Inside the Game**, Running and platform video game in 3D (team of 4) **C#, Unity3D**

Spare-time projects

- 2017 **allRGB**, Implementation of an allRGB filter with OpenC **C++**
- 2016 **Quads**, Image compressing and computer art tool based on quadrees **C#**

Student societies

- 2014-2017 **Vice-treasurer, President, GConfs**, Organizing and giving out tech talks for students.

Skills

Languages C++, C#, Java, C, Python, OCaml, Haskell Techs Linux, Git, Make, LaTeX

Miscellaneous

Languages French : Native, English : Fluent (**TOEIC 950**), Spanish : Basics
Hobbies Rock climbing, comic books, video games, fantastic novels, computer art, graphic design
Others Driving license