

# Michael Bleuez

## Software Engineer

Last update: May 29, 2021

The online version is available at

<https://michaelb.github.io/cv>

Hi!

I'm a curious tinkerer fond of high-tech, software and computer science.

Making things (on the software side) and taking other things apart (hardware) is my n°1 hobby... and on the side I'm into music, digital art, and flying RC planes or sailing depending on the weather.

## Programming Languages & Tech

(ordered by decreasing proficiency)

Rust



Python



C



Java



Go



Bash



C++



Lua



(and other tech I'm comfortable with, unordered)



## Professional Experience

### End of studies internship

Atos R&D Data Management - Feb-Aug 2021

- Study the state-of-art of caching technology.
- Identify performance bottlenecks of an IO accelerator used on HPC systems, and develop solutions to improve the global throughput of the product.
- Work with an Agile team.

C HPC IO

### Part-time job

IT support dept. Ensimag - 2018-2021

- Provide support to students and help them install and manage a Linux-based work environment.
- Take initiatives to improve quality-of-life services such as documentation, installers and scripts, working with the support departement to integrate better with the school systems.
- Assist the support staff to perform maintenance and hardware upgrade tasks.

Linux IT support

## Summer internship

RHEA Group (Redu, Belgium) - Jul-Aug 2019

- Complete different, independent parts of a proof-of-concept cybersecurity project (password cracking, user simulation, SCADA/PLC system) in coordination with an international team.
- Create reproducible VM and software setups.

virtualization cybersecurity

## Education

2021 - **Engineering Diploma** - Ensimag Grenoble-INP  
(computer science and applied mathematics major)

2019 - **Bachelor degree** - Ensimag Grenoble-INP

2015 - **High School Degree with honors** - Lycée Jules Ferry Cannes

Additionally, I'm a French native, fluent English speaker (full-score TOEIC), and know the tiniest bit of Spanish.

## Projects

### Sniprun

Sniprun is my flagship open-source project. It allows users to run snippets of code directly from the editor (Neovim). In addition to the code itself, sniprun has a CI pipeline, a 'deployment' system, tests and coverage, extensive documentation, and showcases team & community work.

Rust Lua Neovim plugin

### Compiler

A 1 month long team assignment to create a compiler written in Java, used on an arbitrary object-oriented language to generate machine code and LLVM IR.

Java DevOps

### ... and many others:

- shogai and shogui, a shogi library and GUI both written in Rust
- a surface reconstruction algorithm, in Python
- hash crackers (one in PyQt/Go, another in C++/OpenCL/GPU)
- a youtube-dl for music, in Python
- a generic point clustering algorithm in Python
- a prime numbers generator, in C