Computer science student
Maxime Pinard

👤 23 years old
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Student in the final year of a computer science Engineer and Master's degree program

Education and qualifications

Université du Québec à Chicoutimi   **Saguenay, Quebec, Canada**
Master in computer science   *2018*

Currently in 3rd year, for a double degree with UTBM

Université de Technologie de Belfort-Montbéliard   **Belfort, France**
Computer science engineer diploma, imaging specialty, (eq. Master of Science)   *2016*

3rd year done at UQAC for a double degree

Université de Technologie de Belfort-Montbéliard   **Sèvenans, France**
DEUTEC   *2014*
                                                                               2016

Preparatory classes before the specialization

Lycée Louis Aragon (high school)   **Héricourt, France**
Baccalauréat with major in maths, with honours   *2011*
                                                                              2014

Languages

French: Native language   **English**: B2 (BULATS 68), Professional working level

Spanish: Moderate level   **Japanese**: Basic level

Computer skills

Languages: C++, C, Java, LaTeX/TikZ, Python, Bash, CUDA, SQL, HTML/CSS, Assembly, VBA…

Methods/Tools: Agile, Unit tests, Design patterns, UML, BPMN, git, CMake, Make, Maven, Regex

Metaheuristics: Tabu search, simulated annealing, genetic algorithms, ant colony optimization algorithms

Libraries: boost, fmt, spdlog, OpenGL, OpenCV, OpenMP, MPI, GTest, Catch2, Capstone, Keystone, Json, SFML, ImGui, GLFW, GLM, libmpg123, JavaFx, JUnit4

System administration: GNU/Linux (Debian 8), personal server for Java EE and Docker web services hosting

IDE: Visual Studio, JetBrains IntelliJ IDEA and CLion, Eclipse

Work experiences

Ambulances Phoenix, 2 months   **Héricourt, France**
Ambulance technician, Patient care and transportation
                                                                    07/2018 - 08/2018

Direction Générale de l'Armement Maîtrise de l'Information, 6 months   **Bruz, France**
Intern
                                                                    08/2017 - 01/2018

○ Work on GenDbg, a multi languages / OS / architecture debugger:
  Development in C of a disassembly module for MIPS architectures and the associated unit tests
○ Work on YaCo, an IDA Pro plugin enabling collaborative reverse-engineering using Git:
  Ported to C++ and improved Git repository management and IDA events handling

JAB France, 1 week   **Evolène, Switzerland**
Activities supervisor, Camp of 40 young people, team of 15 supervisor
                                                                         02/2016

JAB France, 1 week   **Contamines, France**
Activities supervisor, Camp of 50 young people, team of 20 supervisor
                                                                         02/2015

Souchier SAS, 4 weeks   **Héricourt, France**
Intern, Installation of gaskets and assembly of smoke evacuation systems
                                                                         01/2015

Others qualifications

o French driving license
o PSC1, *French first aid certification*

Projects

Personal

o Header-only dynamic bitset implementation [C++] — *dynamic_bitset*
o Music player [C++, ImGui, SFML, spdlog, libmpg123] — *MagicPlayer*
o Number base converter, example ImGui/SFML [C++, ImGui, SFML] — *BaseConverter*
o Console graphical library for Windows and Unix based systems [C] — *ConsoleControl*
o Dungeon crawler with procedural levels generation [Java, JavaFx] — *Raoul-the-Game*
o LaTeX/TikZ implementation of the UTBM internship report covers — *utbm-latex-internship-report-covers*
o LaTeX/TikZ Beamer implementation of the UTBM presentation theme — *utbm-beamer-theme*
o Multiplayer Snake like game (local network) [C++, SFML] — *PapraGame*

Research

o Hyperplanes calculator in dimension 4 finite geometries, (performance oriented) [C++] — *HyperplaneFinder*
  > *publication [1]*

Internship

o Hex-Rays IDA collaborative reverse-engineering plugin [C++, GTest, IDA] — *YaCo, Internship report (fr)*
o Assembly / disassembly module for MIPS processors assembly code [C, Capstone, Keystone, GTest] — *Internship report (fr)*

School

o Construction and render of a 3D parametric object with OpenGL [C++, GLFW, ImGui] — *ParametricObjectsConstruction*
o MiniMetro clone: subway management simulator [Java, JavaFx] — *MagicMetro*
o Pogo game with MinMax/AlphaBeta AI [C++, ConsoleControl] — *Pogo*
o Multi-users file storage server [C++, SFML]

Publications

[1]   J. Boulmier, F. Holweck, M. Pinard, and M. Saniga, "Veldkamp spaces of low-dimensional ternary segre varieties," *Results in Mathematics*, vol. 74, no. 1, p. 54, Feb. 2019, ISSN: 1420-9012. DOI: 10.1007/s00025-019-0974-2.

Interests

Computer science: New programming paradigms, procedural generation, operational research, software optimization, cryptography and the evolution of quantum computing.

Science: Mathematics, physical system simulation, quantum physics…

Sport: Skiing and winter sports, cycling (mountain biking in a club for 3 years), mountain hiking.