Romain PEREIRA

Engineer Student

- 27 January 1996
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About me

I am sociable, motivated and rigorous.

Computer science enthusiast since my youngest age, I naturally integrated an IT engineer school.

I am currently very interested in High Performance Computing (HPC), and more generally by the lowest part of modern computers.

Skills

C,C++, ASM x86

Parallelism (pthread, MPI, CUDA)

Standart tools (GNU binutils, git)

Project managment

GNU-Linux, admin. + kernel knowledge

Graphics - sound (OpenGL, OpenAL)

Scripting (bash, python, node.js, java)

HTML, js, php, SQL

Interests

I'm an engineer student looking for a 10 to 12 weeks summer internship in computer science, between June 1st and September 1st.

Education

2017 - 2020 — Computer Science Engineering degree — ENSIIE
École Nationale Supérieure d'Informatique pour l'Industrie et l'Entreprise.
Teaching materials in Informatics, Mathematics and Economics
Major: Intensive Computation and Massive Data

2017 - 2018 — Bachelor of Mathematics (double diploma) — Évry Val d'Essonne
Applied Mathematics (Topology, Probability...)

2015 - 2017 — Classes Préparatoire aux Grandes Écoles — Lycée François 1er, Fontainebleau
2 years of intensive learning in mathematics and physics mainly (CPGE MPSI-MP).

2014 - 2015 — School 42 — Paris 17ème
Training in computer programming.

Experiences

2017 - 2019 — School project at ENSIIE — Scholar
- In depth study of the Linux kernel : boot, threads, mmu, scheduler...
- HPC cluster installation (pcocc VMs, Slurm, logging (syslog, journalctl), yum...
- Micro-architecture : creation of a programmable 7-segment (VHDL, FPGA Intel, Cyclone II)
- Path-finding algorithm comparison : ascii demo
- Study of a NP-problem, with various solution implemented in OCaml, subject, my report, and the source code (French)

2018 - 2019 — Project within the Student Gaming Network (SGN) — Associative
- Linux system administration, pgsql database, node.js webserver.
- Web development, live websites: (1, 2, 3, 4)

July 2018 — 1st year internship at ENSIIE — Scholar
- Computer system administration and application development (Windows) at Capgemini/SOGETI

2015 - 2017 — School and personal projects (TIPE) — Personal
- Graphic rendering and procedural generation of heightmaps
- Cubical voxel-based game engine : demo

2014 - 2015 — Programming project at School 42 — Personal
- Development of a Shell interpreter, C libraries, sorting algorithms
- Data structures : vectors, lists, binary tree, binary heaps, hashing tables...
- Graphic rendering (rasterization and ray-tracing)

Languages

French — Native tongue
English — Fluent (speaking, reading, writing)
Portuguese — Notions, school level

Hobbies

Sports — Rock climbing, running, Football
Culture — Music (the guitar), video games