



Romain PEREIRA

Engineer Student



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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)

Standard tools (GNU binutils, git)

Project management

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 (pcooc 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, postgres 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