



# Romain PEREIRA

## Engineer Student

- 27 January 1996
- Campus des Sciences  
Evry 91000, France
- +33 6 13 64 77 15
- <http://pereira.iiens.net>
- [romain.pereira@ensiie.fr](mailto:romain.pereira@ensiie.fr)

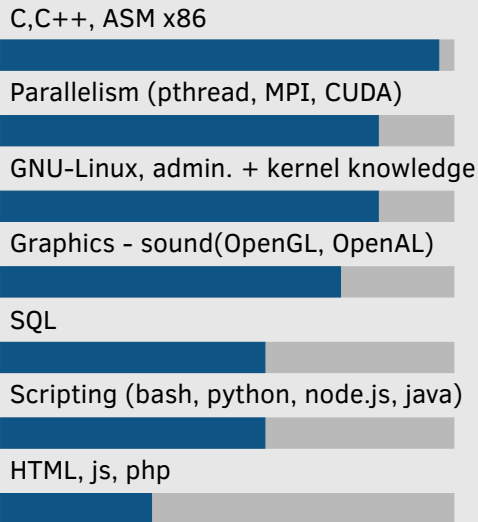
## About me

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



(\*) [The scale is relative to my skills level and interest.]

## 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, pgsq 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  |