

Fond of everything computers and autodidact, I hold a master's degree, and a technical degree in computer science. Throughout my experiences as a software developer, a student, and a strong hobbyist, I have acquired skills in algorithmics and data structures, programming and software engineering; but also in desktop development, data visualization, front-ends, and Linux systems.

Work Experience

since C++ Slint Embedded Linux Full remote

June 2023 Software engineer position at Witekio. Front-end and middleware work on a demo showcasing Welma: an in-house embedded Linux distribution. Other middleware works for end customers

youtu.be/Ewj-gwSNXmc?t=36

September to Rust Iced International Full remote

November 2022 Software engineer position at Kraken. Front-end work on Cryptowatch Desktop, a cross-platform trading terminal built with Iced: an in-house open-source GUI toolkit. International English-speaking team. Laid-off as part of a large-scale

reduction in force.

youtu.be/Ja2PDH8Py5g?t=115

November 2020 C++ JUCE MIDI/MPE Windows macOS iPadOS

to July 2022 Software developer position at Joué Music Instruments, manufacturer of an electronic musical instrument. Development of a cross-platform musical application controlled by the instrument: mainly front-end work and communication with the device through MIDI.

youtu.be/C7f7In0NPGc

April to C++ Python Bioinformatics Academia

August 2019 Final year internship at LaBRI, Computational Biology team (master's degree): implementation and benchmarking of a

(master's degree): implementation and benchmarking of a genetic sequences analysis program.

github.com/timjrd/mrsep/tree/master/src/mrsep.ilp

June to Haskell Academia

July 2018 Internship at LaBRI, Formal Methods team (master's degree,

first year): design and implementation of a computer player for the Mastermind board game.

github.com/timjrd/mastermind

June to Scala Scala.js Academia

July 2017 Software developer position at ISPED, ERIAS team: continuation

of the previous project, in partnership with LaBRI (see below).

March to Java Lucene GWT Academia

August 2016 Software developer position at ISPED, ERIAS team: development of an online forums analysis system targeted at spotting

medications misuses by the population, with a Web-based

visualization application.

April to C++ OpenGL GLSL Scala Academia

May 2015 Internship at LaBRI, EVADoMe team (technical degree): implementation of a massive data visualization application based on parallel coordinates, with a distributed backend infrastructure. This work has provided some basis for a scientific

publication (see below).

Education

2017 to 2019 Computer science master's degree at University of Bordeaux, software engineering specialisation.

2016 to 2017 Computer science bachelor's degree at University of Bordeaux (L3).

2013 to 2015 Computer science technical degree (DUT) at Bordeaux University Institute of Technology (IUT).

2013 High school diploma, mathematics specialisation (BAC S).

Publication

Joris Sansen, Gaëlle Richer, Timothée Jourde, Frédéric Lalanne, David Auber, Romain Bourqui. "Visual Exploration of Large Multidimensional Data Using Parallel Coordinates on Big Data Infrastructure". *Informatics. 12 July 2017.*

Skills

Rust Very interested. Work experience. Good command.

C++ Interested. Work experience. Good command.

Haskell Very interested. Internship experience. Good command.

Java Work experience. Good command.

Scala Very interested. Work experience. Decent command.

 ${\cal C}$ Decent command.

Python Internship experience. Decent command.

JavaScript Basic command.

Linux Very interested. Good general knowledge. Daily usage.

Git Interested. Work experience. Good command.

Nix/NixOS Very interested. Good command.

CSS/HTML Interested. Decent command.

Bash Good command, unfortunately.

Emacs Stockholm syndrome.

Free Software enthusiast, interested by business models involved in open-source. Inquisitive, in-depth computer science knowledge.

Personal Projects

Haskell Generative music Sound synthesis

Software producing a musical audio stream that is randomly generated (both melodies and timbres). Done from scratch.

github.com/timjrd/automagicsynth

Haskell Web scraping WebExtensions

Metasearch engine for online videos (CLI and Web GUI). Results are sorted by quality estimation, and duration of the videos.

github.com/timjrd/scrapeaming

Rust Simulation

Barnes-Hut N-body simulation mixed with a stencil code, producing an artistic

video. Done from scratch.

github.com/timjrd/stencil-n-body.rs

Languages

French Native language.

English See position at Kraken (international English-speaking team). Daily

reading of technical articles and documentation.

Hobbies & Misc.

Alpine skiing Good level.

Inline skating Decent level. Steady training.

Cooking Vegetarian dishes.

Music Drums, percussion, piano.

Politics Strong supporter of the European integration.

Went to Gabon, Japan, Senegal, United States, Turkey, New Caledonia, Italy, United Kingdom, Spain, Belgium.

Driving licence (permis B).

mdpi.com/2227-9709/4/3/21