

Nathan TouroUX

SYSTEM AND BACKEND SOFTWARE ENGINEER - DOCTOR IN SUBATOMIC PHYSICS

Contact

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- xayon40-12

Technical Skills

- Rust | Haskell | Java | C++ | Python
- git | awk | sed | bash | vim | helix
- ArchLinux | MacOS
- Parallel programming (CPU and GPU)
- Encryption (TLS, WebSockets)
- Relativistic hydrodynamics
- Stochastic simulations
- Numerical integration

Soft Skills

- Creative Problem Solving
- Scientific Communication
- Improvisation | Rigor

Languages

French	Native
English	Fluent
Japanese	Begginer

Hobbies & Interests

- Japanese Language
- Programming
- Numerical analysis
- Fantasy novels/comics/cartoon
- Board games

ABOUT ME

Pasionate about programming and simulations. Tried numerous programming languages, yet stayed true to Rust and Haskell. Driven by programming challenges, especially involving optimization and type level programming.

PROFESSIONAL EXPERIENCE

2024 – 2025 **Full stack Rust developer**

LETSCAN

📍 NANTES, FRANCE

Technical leader of a team of 3 developpers dedicated to efficient signal processing.

- Developpement of a CPU and GPU backend for efficient signal processing.
- Creation and implementation of a compute server, a web client, and a native app connected by encrypted connections to analyse and synthesise signals.
- Creation of a mobile app dedicated to the classification of baby emotions. For this purpose, an AI model was trained on the output of the signal analysis method developped by the company.

2020 - 2024 **High performance software developpement (HPC) and numerical simulation**

SUBATECH, OSAKA UNIVERSITY, YITP

📍 NANTES, FRANCE AND OSAKA AND KYOTO, JAPAN

- Creation and implementation in Rust of a general implicit integration method applied to relativistic hydrodynamics.
- Emphasis on improved accuracy and efficiency compared to existing methods.

2018 - 2020 **Research internship**

NANTES UNIVERSITY

📍 NANTES, FRANCE

- Creation and implementation in Rust of a Partial Differential Equation (PDE) solver on GPU.
- Focus on efficiency with GPU parallel programming required by the time-consuming nature of stochastic simulations.
- Developpement of a PDE compiler for GPU to study various equations.

EDUCATION

2020 - 2025 **PhD in Physics: numerical fluid dynamics**

IMT ATLANTIQUE, SUBATECH, OSAKA UNIVERSITY, YITP

📍 NANTES, FRANCE AND OSAKA, JAPAN

Double degree program PhD between France and Japan. Granted the MEXT scholarship from the Japanese government.

Courses: Heavy-ion Collisions, Relativistic Hydrodynamics, Non-equilibrium Physics, Antimatter, Integrity and Ethics.

2018 - 2020 **Master in Particle physics**

NANTES UNIVERSITY

📍 NANTES, FRANCE

Courses: Quantum Field Theory, Perturbation Theory, N-body Problem, Solid State Physics, Atomic Physics, Group Theory, Signal Theory, Monte Carlo Simulations, Statistics, Numerical Analysis.

PUBLICATIONS

2025 N. Attieh, **N. TouroUX**, M. Bluhm, M. Kitazawa, T. Sami, and M. Nahrgang, "Renormalized critical dynamics and fluctuations in model A in the Hohenberg-Halperin classification", *Phys. Rev. C* 111(2):24906, 2025, doi: 10.1103/PhysRevC.111.024906.

2024 **N. TouroUX**, M. Kitazawa, K. Murase, and M. Nahrgang, "Efficient Solver of Relativistic Hydrodynamics with an Implicit Runge-Kutta Method", *PTEP* 2024(6):63, 2024, doi: 10.1093/ptep/ptae058.

PROJECTS

BoxArray

📍 [HTTPS://CRATES.IO/CRATES/BOXARRAY](https://crates.io/crates/boxarray)

BoxArray is an open-source Rust library dedicated to safely allocate fixed-size arrays on the heap. Especially, it uses unsafe Rust code for efficiency while guaranteeing correct usage through type level programming.