Curriculum Vitae

Matthieu LOCUSSOL

Born: July 26, 1996 Nationality: French

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Formation

2017-2019 MASTER'S DEGREE (INPT-ENSEEIHT), WITH HONORS.

(2 years) Computer Science and Applied Mathematics.

 \triangleright Cloud and Biq Data. \triangleright Continuous integration. \triangleright Software development. \triangleright Computer

forensics. ▷ Distributed computing. ▷ Computer networks. ▷ Logic and proof.

2014-2017 Bachelor's degree (Paul Sabatier University), with honors.

(3 years) Specialization in Computer Science. Ranking: 2/129.

> ightharpoonup System programming. ightharpoonup Object-oriented design and programming. ightharpoonup Functional pro $gramming. \triangleright Automata\ theory. \triangleright Databases. \triangleright Artificial\ intelligence. \triangleright Cyber\ security.$

 \triangleright Parallel programming.

Professional experiences

Today GALADRIM. Full-Stack Developer.

> Technical mentor and developer constructing modern websites and mobile applications: Posos, Roadz, Clarins Unlimited, Typology Paris, Directskills.

ightharpoonup Typescript. ightharpoonup React Native. ightharpoonup Next.js. ightharpoonup Next.js. ightharpoonup AWS.

III FINANCEMENTS. INNOVATION FINANCE CONSULTANT. **Today**

> Freelance Consultant for III Financements (Paris): writing technical documents for start-ups and SMEs in the context of fundraising applications to *Bpifrance*.

2019 VIVERIS. Design of the OpenSAND configuration module.

(6 mois) Realization of a configuration module in C++, design of a self-generated HMI

> via the configuration in React.JS, back-end in Python communicating with C++. Rebuild the internal metamodel of data to be generic. Management of a machine bench within a satellite network emulator. Writing tests and docs. \triangleright Software architecture. \triangleright Typescript. \triangleright React. JS. \triangleright Python. \triangleright C++. \triangleright DevOps.

2018 IRIT-ENSEEIHT. PORTING MODELING AND CODE GENERATION TOOLS ON

(2 months) THE WEB.

Realization of a state of the art, conception of an architecture allowing to inte-

grate the modeling tools Xtext, OCL, Acceleo and Sirius on the web. \triangleright Software architecture. \triangleright State of the art realization. \triangleright Web development.

2017 IRIT-UPS. IMPROVING ARCHITECTURE OF A 3D ENGINE USED FOR RE-

(4 months) SEARCH AND TEACHING IN MASTER.

> Evolution of an incomplete OpenGL abstraction of the Radium Engine to a more complete abstraction allowing to have a more easily extensible, strong

typed and object-oriented API.

 \triangleright Software architecture. \triangleright Image analysis. \triangleright C++ programming. \triangleright OpenGL.

French Mother tongue

Full professional proficiency, TOEIC 2018: 920/990 English