Arnaud Fauconnet

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Passionate about computer science and love to have lengthy conversations about it. Autonomous but also capable of communicating and handling people. Overall flexible, adaptable and always curious by new experiences.

"Do one thing, and do it well" (Ken Thompson on the Unix Philosophy).

EXPERIENCES

USI - UROP (Undergraduate Research Opportunities Program) — Lugano, CH
Among the top 5 students who applied to assist on a research project — Summer 2023

- Worked with Jorge Condor under the tutelage of Prof. Piotr Didyk
- The project aimed to use event cameras and NeRFs for HDR reconstruction (computer graphics)

USI - Teacher Assistant — Lugano, CH
Assisted teachers in grading assignments and exams, helped students with difficult concepts

- **Programming Fundamentals 2** with Prof. Matthias Hauswirth — Spring 2023
- **Systems Programming** with Prof. Antonio Carzaniga — Autumn 2022

TCPOS SA - Zucchetti Switzerland — Mendrisio, CH
Stage as front-end developer as part of the USI course — Autumn 2022

EDUCATION

Università della Svizzera Italiana — Lugano, CH

- Master in Sofwtare & Data Engineering, GPA: n.a./10 — 2023–present
- Bachelor in Computer Science, GPA: 9.21/10 — 2020–2023

SKILLS

- **Programming:** Python, **Java**, **C**, **C++**, Bash, Lua
- **Web:** HTML/CSS, **JavaScript**, **NodeJS**, **Express**, MongoDB, SQL, Spring Boot, PHP
- **Tools/Techs:** TEX, **Git**, **Unix shell**, Maven, **NeoVim**
- **Development:** Test-driven development, Refactoring, Agile!, SCRUM, CI/CD

LANGUAGES & HOBBIES

- **French:** First mother tongue
- **English:** Second mother tongue
- **Italian:** Native speaker, CEFR level: C2
- **German:** Conversational, CEFR level: A2-B1
- **Hobbies:** Theatre, **open source contributions**, shooting sports, sewing, cinema, **basketball**

PROJECTS

maze-solver-go (github.com/karma-riuk/maze-solver-go) — Golang, Side Project, 2023

- A maze solver which implements various path-finding algorithms
- Learned about well structuring and design software, with unit-testing and dependency injection

From Flying Balls to Colliding Polygons — C++, Bachelor Thesis USI, 2023

- Expansion of an existing physics engine
- Learned about physics concepts and how to represent them efficiently in code

Codernoon — Web, BA4 USI, 2022

- Learned to be a team leader and to handle a group of 13 people with continuous integration
- Web game (inpsired by Swift Playgrounds), created with Spring Boot and HTML/CSS + Javascript

Ubuntu Server Maintainance of an Ubuntu server I built — Unix since 2019