

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

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| USI - UROP (Undergraduate Research Opportunities Program)
Among the top 5 students who applied to assist on a research project <ul style="list-style-type: none">– 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) | Lugano, CH
Summer 2023 |
| USI - Teacher Assistant
Assisted teachers in grading assignments and exams, helped students with difficult concepts <ul style="list-style-type: none">– Programming Fundamentals 2 with Prof. Matthias Hauswirth– Systems Programming with Prof. Antonio Carzaniga | Lugano, CH
Spring 2023
Autumn 2022 |
| TCPOS SA - Zucchetti Switzerland
Stage as front-end developer as part of the USI course | Mendrisio, CH
Autumn 2022 |

EDUCATION

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| Master in Software and Data Engineering
Università della Svizzera Italiana, GPA: 9.55/10 | Lugano, CH
2023–Present |
| Bachelor in Computer Science
Università della Svizzera Italiana, GPA: 9.21/10 | Lugano, CH
2020–2023 |

SKILLS

- **Programming:** Python, **Java**, **C**, **C++**, Bash, Lua
- **Web:** HTML/CSS, JavaScript, **TypeScript**, **NodeJS**, **Express**, MongoDB, SQL, **NoSQL**, 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, chess, **basketball**

PROJECTS

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| Ray Tracer in one weekend (github.com/karma-riuk/ray-tracer) | C++, Side Project, 2024 |
| maze-solver-go (github.com/karma-riuk/maze-solver-go) <ul style="list-style-type: none">– A maze solver which implements various path-finding algorithms– Learned about well structuring and design software, with unit-testing and dependency injection | Golang, Side Project, 2023 |
| From Flying Balls to Colliding Polygons <ul style="list-style-type: none">– Expansion of an existing physics engine– Learned about physics concepts and how to represent them efficiently in code | C++, Bachelor Thesis USI, 2023 |
| Codernoon <ul style="list-style-type: none">– Learned to be a team leader and to handle a group of 13 people with continuous integration– Web game (inspired by Swift Playgrounds), created with Spring Boot and HTML/CSS + Javascript | Web, BA4 USI, 2022 |
| Ubuntu Server Maintenance of an Ubuntu server I built | Unix since 2019 |