

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) 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

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:** T_EX, **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

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