

Guillaume Claret

Curriculum Vitae

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Born 23rd March 1989,
Marseille (France)



Education

- 2008–... **Élève Normalien**, *Computer Science Department of École Normale Supérieure*, Paris, admitted 1st.
- 2011 **Parisian Master of Research in Computer Science**, *Université Paris-Diderot VII*.
Classes about abstract interpretation, theorem provers, concurrent systems, compilers, linear logic, type theory, software engineering.
- 2006–2008 **Classes préparatoires aux Grandes Écoles**, *Lycée Thiers*, Marseille.
- 2006 **Baccalauréat S (Scientific)**, *Lycée Bonaparte*, Toulon.

Experiences

- Spring 2011 – Summer 2011 **Compiler and static analyzer of real-time ML language**, *Inria Paris*, Internship under the advisory of Roberto Amadio and Yann Régis-Gianas.
OCaml, formal verification of compilers and real-time programs.
- Spring 2011 **French robotics contest with the ENS's team**, *La Ferté-Bernard*, 24th.
C++, AI.
- 2010 – 2011 **Teaching of Maple practical classes**, *Lycée Saint Louis*, Paris.
- Spring 2010 – Summer 2010 **Optimistic Concurrency Using a Program Logic for History**, *Yale University*, Internship under the advisory of Zhong Shao.
Coq, formal verification of concurrent programs.
- Summer 2009 **Design and proof of a pre-condition algorithm on C in Coq**, *INRIA Sophia-Antipolis Méditerranée*, Internship under the advisory of Anne Pacalet.
Coq, C formal verification, Frama-C.
- Spring 2009 **Simulator of a robot moving without articulation**.
Physics engine, C++.
<http://guillaume.claret.me/bunach/>
- Spring 2009 **Simulation of an olfactory system**.
Neuroscience, neural network, Python.
- Spring 2009 **Member of Cloudster, a k -means algorithm implementation on Cloud computing**.
Visual Studio, C#, .Net, Windows Azure.
<http://cloudster.sourceforge.net/>
- Since 2009 **Admin and development of TeeWorlds game servers**.
Admin, C++, networking.

- Winter 2008 **Compiler of a subset of OCaml.**
OCaml, Menhir, MIPS assembly.
- Winter 2008 **Electronic circuit simulator and design of a small microprocessor.**
C, Ruby.
- Winter 2008 **ACM's algorithmic contest, Nuremberg, 5th.**
- 2008 **Generator of walking creatures by genetic algorithms.**
Physics engine, genetic algorithms, C.
<http://guillaume.claret.me/projects/tipe/video.avi>

Skills

Programming languages

- C, C++ (advanced), OCaml (advanced), C# (average)
- Ruby (advanced), Python (basic)
- x86 (average), MIPS (basic)
- Coq (advanced)
- Web technologies (PHP, JavaScript, HTML, CSS)
- SQL

Software

- GNU/Linux (Red Hat based, Debian based), Windows
- hg, git, svn version control systems
- Lighttpd webserver
- Regular use of LaTeX, Beamer, Inkscape

Language skills

- French **native**
- English **written and spoken**
- Spanish **scolar**