

Guillaume Claret

Curriculum Vitae

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Born 23rd March 1989, Marseille (France)



Work

2015–2018 **Frontend developer, OuiCar Paris.**
JavaScript, React with prerendering, Redux, Flow, GraphQL, Jest, Storybook

Education

2012–2018 **PhD of Computer Science, Université Paris VII and Inria**, with Yann Régis-Gianas and Hugo Herbelin.
Extension of the proof language Coq to a programming language with effects.

2008–2012 **Élève Normalien, Computer Science Department of École Normale Supérieure, Paris.**

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 2012 – Summer 2012 **Design of a compiler for probabilistic languages, Microsoft Research India, Bangalore**, with Sriram Rajamani and Aditya Nori.
.Net, F#, probabilistic semantics, bayesian networks.

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++
- Plateforme .Net (C#, F#)
- OCaml, Coq (proof language)
- Ruby, JavaScript
- x86 and MIPS assembly languages
- Web technologies (HTML, CSS)
- SQL

Software

- GNU/Linux (Red Hat based, Debian based), Windows
- Git, Mercurial and SVN version control systems
- NGINX / Lighttpd webserver
- Regular use of LaTeX, Beamer, Inkscape

Language skills

French	native
English	written and spoken
Spanish	scholar