Nicolas GUICHARD

Software Engineer at KDAB

Profile
Interested in various fields impacted by computer science, I would like to learn more about 3D graphics.

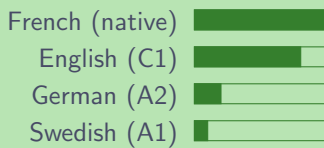## Contact
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Languages
French (native)

English (C1)

German (A2)

Swedish (A1)

Interests

— 👤 *Personal* —

🏆 Fencing

🎵 Guitar, drums

🎮 Video games

🎞 3D/Video editing

— 💼 *Professional* —

🔒 Security

👥 Free software

📱 Embedded systems

📦 3D authoring and rendering

🖥 Distributed and networked systems

Projects
Racing Club Sabre

My fencing club's website

GAMISNE

A small **QML/Qt** networked multiplayer game written for other students

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🎓 Education

Engineering school (MSc) September 2017 – July 2020
Grenoble INP – Ensimag, Saint-Martin-d'Hères, France
Various courses in computer science and applied mathematics.
Main projects:
- MIPS **processors design** and usage
- **Operating systems design** for RISC-V
- Object oriented **compiler development**
- **Graphical user interface** library development in C
- **AI** development for a board game in Rust
- FabLab project : recording and editing courses live

Other notable courses:
- Language theory
- Information theory
- Operational research
- Statistical principles and methods
- Probabilities for computer science and performance evaluations

Erasmus exchange August 2019 – January 2020
KTH Royal Institute of Technology, Stockholm, Sweden
- Ethical hacking (Capture The Flag dans un environnement virtuel)
- Distributed systems, basic course (**Erlang**)
- Embedded hardware design in ASIC and FPGA (**VHDL**)
- Internet privacy and security (Java VPN)

Classe préparatoire aux grandes écoles 2015 – 2017
MPSI - Lycée Camille Vernet, Valence, France
MP* - Lycée Champollion, Grenoble, France
Intensive maths and physics undergraduate courses preparing for competitive exams.
TIPE project: designing and optimising a logic/arithmetic unit working with complex numbers.

💼 Experience

Software Engineer since Septembre 2020
KDAB France
Consulting on client projects
Research and develoment around **Kuesa**, KDAB's 3D suite

Projet de fin d'études February 2020 – July 2020
KDAB (France)
Improving a graph-based **GLSL** shader editor
Implementing a **Blender extension** exporting shader graphs to **Qt3D**

Summer intership May 2019 – August 2019
RoCamRoll, Meylan, France
Improving a fast **Qt**-based video editor
Reworking communication between the **Erlang** backend and **Qt** frontend

Volunteering Summer 2018 – now
Racing Club Sabre & ESCVD, Drôme
Design, develoment and hosting of RCS/ESCVD common website
Enables online registration and tracking payments

Associate student job February 2018 – June 2019
Grenoble INP - ENSIMAG, Saint-Martin-d'Hères, France
IT help desk for other students on school premises
27 hours a week shared by 6 associate students