

# Julien RISCHE

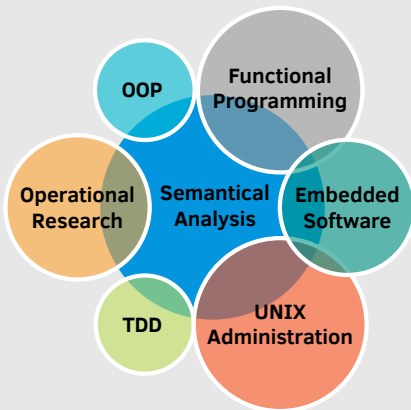
IT Engineer



**Age** 23  
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## Skills

### Overview



### Programming

C • C++ • Shell

Java • Rust • Go • SQL

Haskell • Erlang •  $\text{\LaTeX}$

## Languages

**French:** native language  
**English:** C1 CEFR level at BULATS  
(fluent for both oral and writing)  
**German:** oral and writing basics

## Education

2014 - 2017 **IT Engineer Diploma** (apprenticeship)  
UTBM (Technology University of Belfort-Montbéliard), France

2012 - 2014 **IT Technician Diploma** (DUT)  
IUT Charlemagne, Nancy, France

2009 - 2012 **Scientific French Baccalaureate** ("Good" distinction)  
Lycée Hélène Boucher, Thionville, France

## Experience

Apr. 2014 **Apprentice** RealTime-at-Work  
Aug. 2017 *Nancy, France*  
Start-up from the *INRIA* specialised in time analysis and simulation for embedded networks

## Projects

2014 - 2016 **Parser and interpreter development** RealTime-at-Work

- C implementation of the company designed *CPAL* programming language
- Syntactic analysis using *Lex&Yacc*
- Multi-platform (MS Windows, GNU/Linux, Mac OS)
- Test driven development

2015 - 2016 **Port on embedded ARM platform** RealTime-at-Work

- Port of the *CPAL* interpreter
- On *Raspberry Pi* (ARM GNU/Linux)
- On *FRDM-K64F* (ARM without OS)
- Standardise behaviour with x86 platforms (memory allocation, integer and real numbers computation)

2016 - 2017 **Integrated development environment (IDE)** RealTime-at-Work

- Development of an *CPAL* in Java using *SWT* GUI library
- Implemented following the *functional reactive paradigm* using the *ReactiveX* framework
- Use of the *Jackson* framework to serialise data and interface with the *CPAL* parser

Oct. 2016 **Operational research engine** OPERA research team  
Jan. 2017

- Implementation of the operational research engine designed by Qiao ZHANG in her thesis "*Contribution to workshop with transport resources scheduling*"
- Coded in C++11

2016 **Brainf\*ck language interpreter** Independent  
Today

- C implementation of the *Brainf\*ck* esoteric language and several of its dialects
- Use bytecode and virtual machine principles

## Interests

- Computing
- Japanese popular culture
- Music (piano)
- Cosmology
- History
- Science-fiction and steampunk
- Independent video-game