





Lucas Pluinage

22 years old · Master's student · Computer science
École Normale Supérieure of Paris · Graduation in 2020

lucas.pluinage@ens.fr · +33 6 40 93 80 27 ·  lortex.org ·  TheLortex

Experiences

- ▶ Mar. · July 2019 / **Fixed-term contract · Tarides · Paris, FR**
Build system integration in the MirageOS project as a continuation of my Cambridge internship. Under the supervision of Thomas Gazagnaire
- ▶ Sep. 2018 / **Talk at ICFP'18 · OCaml Workshop**
I've been invited to present my internship's research:
OCaml on the ESP32 chip: Well Typed Lightbulbs Await
- ▶ Nov. 2017 / **SWERC volunteer**
A week-end volunteering for the *Southwestern European Regional Programming Contest*
- ▶ Oct. 2017 / **IA² · Fall school in artificial intelligence**
INSA Lyon · A week of lectures about artificial intelligence and game theory (see ia2.gdria.fr)
- ▶ May. 2017 / **A Raspberry Pi operating system**
Advanced school project, by groups of two: an OS featuring a preemptive macro-kernel, a shell, processes, virtual memory, signals, ext2 filesystem, Linux-like mounting points, and a graphical mode
- ▶ 2011 · 2018 / **Competitive programming**
Onsite | Prologin: *AI programming contest* · 1st in 2014
Speed Data Scientist: *a prediction challenge* · 2nd in 2017
Coding All Star · 1st in 2017
Online | Google Code Jam · Facebook Hacker cup · BattleDev
- ▶ 2013 · 2015 / **C'Space event**
The national amateur space projects launch campaign organised by the CNES (French Space Agency)
2013 · 2014 | I worked on several high-altitude balloons, in charge of the telemetry software.
2015 | Participation as a volunteer
- ▶ 2014 / **Game project · Pokman**
A small project to discover Android programming
The game hit 200.000 downloads on the Play Store

Skills

- ▶ Good knowledge of **programming** languages

Python
C++/OCaml/Rust
Java/C#
- ▶ Javascript / HTML / CSS for **Web** applications
- ▶ Language theory · Graph theory · General purpose **algorithmic**
- ▶ **System** programming · **Low-level** programming
- ▶ Computer **architecture** · **Compilation**
- ▶ Computer **vision** · Practical **machine learning** · TensorFlow · PyTorch
- ▶ Every day usage of **Git** and **Linux** environment

Education

- ▶ 2019 · 2020 / **PSL - Dauphine University · IASD Master**
Master program in AI Systems and Data Science
First year of **Master's Degree** · MPRI summa cum laude
- ▶ Mar. · July 2018 / **University of Cambridge · OCaml Labs**
Research internship under the supervision of Anil Madhavapeddy on **systems** and **compilation**:
Native OCaml compiler support on the ESP32 microcontroller
- ▶ **Bachelor's Degree** in Computer Science summa cum laude
 - ▶ Jun. · Aug. 2017 / **EPFL · CVLab · Lausanne, CH**
Research internship under the supervision of Pierre Baqué and Pascal Fua on **computer vision** and **machine learning**:
Variational inference methods and machine learning applied to Sudoku
 - ▶ 2016 · 2020 / **École Normale Supérieure · Paris, FR**
4-year university program in the Computer Science department pursuing Bachelor's and Master's degree
Also following cognitive science courses
- ▶ National entrance exam · Admission to the ENS
- ▶ 2014 · 2016 / **Lycée Louis-le-Grand · Paris, FR**
Intensive program in maths, physics and computer science
Preparation for national competitive admissions
- ▶ **Baccalauréat** · National high school exam summa cum laude
- ▶ 2011 · 2014 / **Lycée Louis Armand · Eaubonne, FR**
Scientific high school

Languages

- ▶ Native **French**
- ▶ Fluent in **English**
- ▶ Some basics in Spanish and Swedish

Interests

- ▶ Robotics / Perception / Cognitive science
- ▶ Movie realization and editing
- ▶ Improvisational theatre