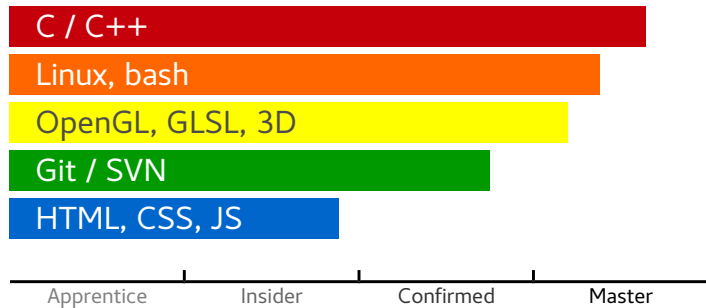


Software Engineer

French engineer, I have a great interest in innovative and challenging projects. I speak fluent C++ but I am always willing to learn about new languages or technologies.

Skills



Other skills acquired over time, in various projects:

Languages: C / C++, GLSL, Java, python, PHP, SQL

Libraries: OpenGL / OpenGLES, three.js, Qt, GTK+, Gstreamer, OpenCV, OpenSceneGraph, Pthreads, sockets

Tools: Visual Studio, Eclipse, vim, gdb, valgrind, virtualisation, Apache, lighttpd, ssh, dhcpd, bind, samba, OpenVPN

Conception: UML, design patterns

English: good skills

Education

Master's in computer science 2006 - 2011

Computer graphics, with honours, best class average

[University Lyon 1](#) (France)

- Image synthesis: representation and animation of objects in 2D and 3D, augmented reality

- Image analysis: information extraction, objects detection, image processing

- Mathematics and applied physics

- Software conception and development

Interests

Volley, badminton, tennis, cycling

Computer science and mathematics tutoring

Development of graphics demos, games, Linux tools, Android tools

Raspberry Pi hacking (lightweight server, quad-copter using external sensors and motors)

Self hosting (ownCloud / Nextcloud, emails)

Game Jam participation

Some articles about my interests: <http://www.mmorel.eu>

Experience

Software engineer 10/2015 - present

[Intel Security](#) / [McAfee](#), Aylesbury, UK

- Anti-malware engine development

- Adding features like .net de-obfuscation, PDF decryption, JavaScript emulation, security fixes

- Maintaining compatibility across multiple platforms

Skills: C, C++, security, Windows, Linux / Unix

Software engineer 09/2014 - 10/2015

[Samsung electronics](#), Staines, UK

- Embedded software profiling and optimisation

- Userspace GLES driver development

Skills: C, C++, JavaScript, OpenGLES, remote debugging,

Linux kernel, embedded software

R&D engineer 05/2013 - 09/2014

[Liris lab](#), Villeurbanne

- Conception and development of an editor to manipulate

[CityGML](#) 3D data

- Participation in [OGC](#) to propose new features to the CityGML standard

- Leading a team of interns

Skills: C++, Qt, OpenSceneGraph, 3D, xml, git

R&D engineer 09/2011 - 12/2012

[Inria](#), [LIP lab](#), Lyon

- Contribution in [CompatibleOne](#) project: a software platform to make multiple cloud providers interoperable

- Development of a monitoring module to collect energy consumption from cloud provider servers to allow an energy efficient infrastructure management

Skills: C, C++, python, Linux, snmp, ipmi, REST, virtualisation

Developer Internship: 03/2011 - 08/2011

[CEMAGREF](#) / [Irstea](#), Lyon

- Development of a 3D point cloud processing software

- River modelling from LiDAR data (Light Detection And Ranging)

- Automatic processing to detect 3D features (bar gravels)

Skills: C++, GTK, threading, OpenCV, lapack, svn

Developer Internship: 02/2009 - 08/2009

[Datakit](#), Lyon

- Developments in a CAD software to triangulate analytical surfaces

- Low level optimisations (maths and C++)

- Fixing bugs in a large code base

Skills: C++, Visual Studio, Catia, svn