

Jordi Bertran de Balanda

Developer - Software Science and Techniques

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Education

Université Pierre et Marie Curie <i>MSc in Computer Science, Software Science and Techniques, Research specialization</i>	Paris 2015–2017
Université Pierre et Marie Curie <i>BSc in Computer Science</i>	Paris 2012–2015
University of Exeter <i>Studies for BSc Physics, UK</i> Unfinished due to reorientation	Exeter 2009–2011

Experience

Airbus Helicopters Marignane <i>Intern - Software Products Design Office</i> Delivered a study on tools and approaches relevant to securing inbound data for the development of avionics Flight Management System integration of open world connectivity (Wi-Fi, 3G, Satcom...) on existing and future aircraft Detailed achievements: <ul style="list-style-type: none">○ Developed full-fledged filters for inbound data formats as proof of concepts for considered parser generator frameworks○ Provided input and guidance on sane specifications for future message formats○ Provided design specifications and minimal working example of a code generating tool for flight plan security filters for future aircraft○ Produced a complete study detailing the evaluation process and results	6 months <i>Summer 2017</i>
INRIA Paris <i>Intern - Software Heritage team</i> Developed the web navigation interface for the largest git repository in the world, as part of an initiative to collect, safekeep and redistribute all publicly available free software. Detailed achievements: <ul style="list-style-type: none">○ Developed and maintained the user interface for searching files in the Software Heritage archive, in advance of the unveiling of the project○ With input from other team members, developed a consistent look and feel across yet unreleased functionalities of the archive○ Developed various new functionalities for the archive○ Developed an auto-documentation module from scratch for internal and external use	5 months <i>Summer 2016</i>

Skills

Computer Languages.....

OCAML: Minimalist Space Invaders using SDL, Ricochet Robots board game server implementation

C/C++: Parsing/Lexing, ICFP 2006 virtual machine, Ricochet Robots board game graphical client with Qt5, immutable structure design experiments

Python: Linear programming and graph resolution projects, internship almost exclusively in Python

Clojure: Live-coding OpenGL framework experiment

Others: Good command of Java, Javascript, HTML/CSS

Tools and platforms.....

Editors: Emacs, Eclipse, IntelliJ products...

VCS: Good command of git's data model

Build automation: Maven, Ant, Make, CMake

OS: Good command of Linux (especially Debian/Debian-based), working knowledge of Windows

Languages

French: Native speaker

English: Fluent - total of six years spent in England

Spanish: Conversational

Interests

Volunteering: Volunteer tutor for students with the Paris VI computer science student association

Computer Hardware: Building and specifying custom computers, contribution to online resources

Computer Games: Special interest for simulation and sandbox games