

Jonathan LÉVY

Software Engineer - Science, Embedded - French

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Ireland
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Experience

- 2023 – Now **Software Engineer, GPU graphics (1 year)**, *Qualcomm Technologies*, Cork, Ireland
DirectX 12 Driver Development for the Qualcomm Snapdragon Adreno GPU.
DX12.2 Raytracing support.
- 2019 – 2021 **R&D Software Engineer (1.5 year)**, *SED - Inria*, Sophia-Antipolis, France
Custom-tailored software development for research projects.

Education

- 2021 – 2023 **Research Student**, *Osaka University*, Japan, MEXT Scholarship 2020
High-performance computing for GPU with NVIDIA CUDA for DNA analysis, Pr. INO Lab.
Experience of Japan and Japanese language.
- 2017 – 2019 **Master of Science, Embedded Systems**, *Delft University of Technology*, The Netherlands
Thesis: *Acceleration of DNA seed-extension alignment for BWA-MEM using NVIDIA CUDA*
- 2014 – 2017 **Master of Science, Mechatronics**, *Ecole Normale Supérieure de Rennes*, Bruz, France
BSc. Electrical Eng., BSc. Mechanical Eng., Master in Mechatronics

Languages

French	Native speaker	<i>Born and raised</i>
English	Complete fluency	<i>3 years living abroad (The Netherlands, Ireland)</i>
Japanese	Conversation level	<i>Approximate JLPT N3 (lived in Japan 1.5 years)</i>
Spanish	Listening and reading	<i>French Baccalauréat + 2 years study</i>

Computer skills

C / C++	Regularly	<i>Qt, multi-process, system programming</i>
GPU	Regularly	<i>NVIDIA CUDA with C++, DirectX 12</i>
Python	Regularly	<i>General use with libraries and OOP</i>
Git	Regularly	<i>Complete proficiency with GitLab, Github, Gerrit & CI/CD systems</i>
OS	Regularly	<i>Windows and Linux build tools, development, debugging, Powershell, Bash</i>
Tools	Regularly	<i>JIRA, Confluence</i>
Programming (others)	Fairly proficient	<i>Ruby, Android/Kotlin, Makefile/CMake/VS Solutions, HTML-CSS-JavaScript</i>
Server management	Notions	<i>Docker, Ansible, nginx, systemd services, general UNIX & shell</i>
Audio production	Notions	<i>Steinberg Cubase 12, podcast editing, sound processing</i>

Interests & Hobbies

- Podcasts Produced podcast *Recommandé* (80 episodes, 5 years, Calvinball Consortium Network).
- Personal Linux server admin (web server, scripting, security), Android app development
- Projects
- Music Rock, Pop, EDM, Vocaloid
- Video games Action-RPG, platform games, rhythm games

References

Available upon request
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