

# GAWEN ARAB



## Computer Science Engineer

### PERSONAL STATEMENT

“ Engineer student until October '10, I studied for 3 years Embedded Systems and IT. Self-educated from my young age, I am above all an enthusiast who wants to get a strong professional experience in the R&D world.

The duality of my studies offers me a more complete picture of Computer Science that I applied performing missions as a freelance when I was at school. Curious by nature, I can adapt and am always looking for new domains to explore. ”

### SKILLS / KEYWORDS

#### Embedded Systems

6lowpan, **Android**, ARM, Atmega, Bluetooth, C, **FPGA**, FreeRTOS, **Java**, Kernel, L4 **Linux**, (Vanilla / RTAI), Microcontrollers, PCI-Express, PIC, Real-time, Verilog, VHDL, Windows CE, x86, ZigBee.

#### IT

C, C++, CSS, Debian, J2EE, Java, Javascript, OpenGL/CV/AL/DE, PHP, **Python**, SQL, Web, XML.

### HOW TO CONTACT ME

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### MY BACKGROUND

- 1987 Birth
  - Academic
  - Personal
  - Professional
- Summers 2004 - 2007 Ware-houseman. Houseparent.
- 2004 High-school Scientist Degree, Math. Spec., Climbing, with Honors.
- 2005 - 2007 “Classes Préparatoires” Math./Phys.
- 2007 - 2010 **ECE Paris, Engineer School** Computer Sciences, option Robotics, English section.
- September 2008 - Today **Freelance** Websites and Web servers development.
- Summer 2008 (3 months) **Wyplay**, OEM/ODM television solutions Development of a temperature control program for a *home theater media center* box.
- February - July 2009 (6 months) **Majority Report**, Business Intelligence Development of a solution to localize Bluetooth's devices in a supermarket-like environment.
- August 2009 Management Classes, UC Irvine, USA
- February - September 2010 (7 months) **Bull France** Development of a SystemRDL's compiler to generate automatically documentations, tests and Verilog codes to manage *CSRs* in ASICs.
- October 2010 - ... Your text here !

### LANGUAGES

**English** Conversational  
TOEFL ITP 2009 : 561

**Spanish** Knowledge

### PERSONAL PROJECTS

**Android Game « Paris WarZone »**  
Real-time adventure game where the players have to move through Paris to drop virtual bombs.

**3D render engine**  
C++ raytracer distributed over several network cluster nodes.

**« Géoballadeur » project**  
Development of a MP3 player broadcasting tourist comments about the place the user is thanks to GPS.

**Z80 little computer**  
Development *from scratch* of a tiny computer in VHDL driven by a Z80 processor.

**Final Project Assignment**  
Implementation of IT (high-level algorithms in electronic chips like FPGA. A static Web server HTTP/1.0 has been implemented without using any processors with interesting performance.

### HOBBIES

**Non-profit sector**  
Vice-President, responsible of 29 student associations, of the ECE's student council.

**Sport**  
Fencing (2 years), Climbing (3 years), *Jogging*

**Theatre** (1990-03) Actor (amateur)

**Music** Eclectic