

Paul Florence

Software Engineer

-  April 4, 1998 (22)
-  <https://florencepaul.com>
-  pro+cv@florencepaul.com
-  github.com/gbip
-  France

Skills

 Self learner

 Non violent communication

    >3 years

  ~2 years

    1 year

Languages

 Native speaker

 Fluent English, both written and spoken - TOEIC 980/990

Other experiences -

 Animating workshops about operational security for a non technical audience.

 Teaching computer science to master degree students.

 Organizing conferences and meetups targeting a student audience.

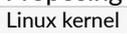
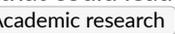
 Writing technical articles for a corporate blog (1)

Hobbies

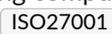
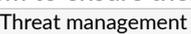
- Brewing beer & fermenting various kind of foods
- Hiking & biking
- Gardening & mycology
- Repairing broken things
- Video games
- All kinds of electronic music
- Cooking awesome food

As a self-learner my field of expertise tends to be varied. I have a cybersecurity education, with a hardware interest. However I have been in a web-developer position for a few month.

Work Experience

- Nov. 2021** | **Web Developer, Makina Corpus, Toulouse, Fr**
Jun 2021
 - Back-end development for web-based mapping software.
 - Contributing to open-source projects.   
- Feb. 2021** | **Research Engineer, LAAS-CNRS, Toulouse, Fr**
Nov. 2020
 - Implementing a Linux device driver for custom hardware.
 - Porting an FPGA implementation to a new board.
 - Summarizing and reading state of the art research in the field of hardware/software side channels attacks and defenses.
 - Proposing areas of research that could lead to valuable results.    
- Sept. 2020** | **Research intern, IRIT, Toulouse, Fr**
Marc. 2020
 - Developing a secure architecture for cloud computing based on a specialized hypervisor.
 - Creating and implementing a cryptographic challenge.    
- Sept. 2019** | **Product intern, Arm Ltd, Cambridge, Uk**
June 2019
 - Designing and developing a plugin system for a GPU driver.
 - Industry sized codebase, CI/CD, gerrit workflow & code review.  
- 2019** | **Associative Experience, Robotic Association, Toulouse, Fr**
2015
 - Embedded development both hardware (PCB) and software.
 - Accountant (1y), leader (1y) and then tech leader of the team.    

Education

- 2020** | **Master degree in computer science & engineering** INSA of Toulouse
Cybersecurity and computer engineering
   
- 2020** | **Degree in information security** University of Toulouse
Managing computer system to ensure their security
   
- 2017** | **Semester abroad** Université du Québec à Chicoutimi (UQAC)

Notable projects

- Sentry Tunnel** 2021
 github.com/gbip/sentry_tunnel
A micro service that forwards sentry envelopes to a sentry relay.
 
- Multiple open source contributions** 2018 - 2021
 github.com/gbip
Multiple open source contributions to various Rust projects that I enjoy, such as [clippy](#), [serialport-rs](#), [stm32-rs](#) or [gtk-rs](#).
 
- Bare metal control library for servo-motors** 2019-2020
 github.com/gbip/drs_0x01_driver
A library that implements a communication protocol used to control servomotors.
 
- Raytracer render engine** 2016-2017
 github.com/gbip/rust-render-engine
A raytracer wrote with a friend for a class project that supports lights and textures.
  