









Paul Florence

Junior Software Engineer



-  April 4, 1998 (22)
-  +33 (0)6 41 67 96 42
-  <https://florencepaul.com>
-  pro+cv@florencepaul.com
-  github.com/gbip
-  France

Skills




-  Self learner
-  Non violent communication

- Python C Rust git >3 years
- HTML CSS ~2 years
- C++ Java JS Verilog 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.

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

Recently graduated software engineer, I am a self-learner. I have a cybersecurity education, with a hardware interest however I am looking to go back into a software position. I am looking forward to maximize my positive social and environmental impact through my work.

Work Experience

- Feb. 2021 - Nov. 2020 **Research Engineer, LAAS-CNRS, Toulouse, Fr**
 - › 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 side channels attacks and defenses
 - › Proposing areas of research that could lead to valuable results

C Linux kernel Verilog FPGA Academic research
- Sept. 2020 - Marc. 2020 **Research intern, IRIT, Toulouse, Fr**
 - › Developing a secure architecture for cloud computing based on a specialized hypervisor
 - › Creating a cryptographic challenge used as the root of trust in this architecture. Implemented in x86 assembly, and integrated within the C codebase of the hypervisor

C Rust x86 asm Virtualization Academic research
- Sept. 2019 - June 2019 **Product intern, Arm Ltd, Cambridge, Uk**
 - › Designing and developing a plugin system for the Mali GPU driver in C. It enables end user to plug in a windowing system at runtime
 - › Worked withing an industry sized codebase, using modern development practices (CI/CD, gerrit workflow, code review)




C Linux GPU
- 2019 - 2015 **Associative Experience, Robotic Association, Toulouse, Fr**
 - › Embedded development, inter- μ controller communication and electronic design (PCB) in order to take part in the national french robotic competition
 - › Accountant (1 year), then leader (1 year) and finally tech leader of the team : planning tasks, managing the team and budgeting our needs

Rust C++ Arm Mbed Kicad Electronic engineering

Education

- 2020 **Master degree in computer science & engineering** INSA of Toulouse
Cybersecurity and computer engineering
Java C Python Bash
- 2020 **Degree in information security** University of Toulouse
Managing computer system to ensure their security
EBIOS ISO27001 SOC Threat management
- 2017 **Semester abroad** Université du Québec à Chicoutimi (UQAC)
Computer science and mathematics

Notable projects

- 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](#).
Rust Open Source
- 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.
Rust No-std
- 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.
Rust Multi-threading Math