

# Paul Florence

## Software Engineer

-  April 4, 1998 (22)
-  <https://florencepaul.com>
-  [pro+cv@florencepaul.com](mailto:pro+cv@florencepaul.com)
-  [github.com/gbip](https://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.
-  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.Python Django Docker Keycloak
- 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.C Linux kernel Verilog FPGA Academic research
- 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.C Rust x86 asm Virtualization Academic research
- 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.C Linux GPU
- 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.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)

## Notable projects

- Sentry Tunnel** 2021  
 [github.com/gbip/sentry\\_tunnel](https://github.com/gbip/sentry_tunnel)  
A micro service that forwards sentry envelopes to a sentry relay.  
Rust Sentry
- Multiple open source contributions** 2018 - 2021  
 [github.com/gbip](https://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](https://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](https://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