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Eldred HABERT

Orange (+ appt. IDF)
25 years old
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PROFESSIONAL EXPERIENCE

SII for SCLE : Embedded developer Oct. 2022 – Mar. 2024

- Ported an old **embedded** system written in **C** from a discontinued platform to Linux
- Development in **autonomy** within a team using SVN; coordination with the testing team
- Wrote a low-level emulation layer
- Debugging on a remote machine (GDB over SSH)
- Intensive **testing** campaign, and strong emphasis on **quality**

SII for Airbus Defence & Space : Software engineer Sept. 2021 – Oct. 2022

- Maintenance of a satellite simulation module written in **C++11** and **Java**
- Evolution of a “Linux → Linux” emulation layer in **C** and **C++11**, following the progress of the system being emulated
- Fully autonomous work using **Git**
- **Agile** methodology

FORMATION

ISIMA (Clermont-Ferrand) : Diplôme d'ingénieur (≅ M.Eng) in CompSci Sept. 2018 – Aug. 2021

- Security & networks minor, certified *CyberEdu* and *SecNumEdu* by the **ANSSI**
- CyberAcademy (Cisco certification)

Université Clermont Auvergne : 2^{ème} année de Licence Informatique 2017 – 2018

- Intensive programming in **C**, **Lisp**, and **Bash**, during and outside of class
- Learned **assembly** (z80, SM83, and x86) during free time

Lycée Blaise Pascal (Clermont-Ferrand) : CPGE, filière MP 2015 – 2017

- Optional course on middle-to-high level programming **theory**
- Techniques of **formal code verification**

Lycée La Fayette (Brioude) : High school 2015

- A-Levels passed *magna cum laude*

OPEN-SOURCE

Maintenance of RGBDS Aug. 2019 – Today

- Sizable **C/C++** codebase (~ 17000 / 4600 LOC resp.)
- Collaboration via **Git**, organisation with GitHub
- Gradual but important rewrite (almost fully rewritten over 4 years)
- 3 major releases, including a dozen notable features
- Liaison and discussions with users
- **Rust** port in progress





Contributing to Pan Docs 2016 – Today

- Methodical **study** of the Game Boy's behaviour (via test ROMs)
- Writing **documentation** with varying levels of technical detail
- Painstaking review process
- Wrote elements of a text processing pipeline in **Rust** to enrich the syntax

Development of my personal website Dec. 2016 – Sept. 2023

- v1 using raw HTML + Bootstrap; v2 using **Jekyll** + theme; v3 using Jekyll + custom styling; v4 using **Zola** and **Pico CSS**
- Design goals :
 - Lightweight / sobriety (no more CSS or JS than necessary) ⇒ **less than 1 MiB transferred**
 - **Semantic HTML** and responsive design, notably to enable **accessibility**

LANGUAGES

 French	Native
 English	C1 level (955 TOEIC)
 German	B1 level
 Japanese	Basics

HOBBIES

Retrogaming and **development** of **Game Boy** games.

Staff of game development and infosec clubs. Board games and role-playing games. Climbing and biking.