Gabriel Radanne

122 rue de chatillon
35200 Rennes, France
☏ +33 6 22 69 74 35
✉ gabriel.radanne@zoho.com

Education

2011 – 2012	**Second year of the Computer Science and Telecommunications magister**, *École Normale Superieure de Cachan - Brittany extension*, Rennes, France. First year of the master in Computer Science in the University of Rennes 1.
2010 – 2011	**First year of the Computer Science and Telecommunications magister**, *École Normale Superieure de Cachan - Brittany extension*, Rennes, France. Baschelor of science in Computer Science and Mathematics in the University of Rennes 1.
2008 – 2010	**CPGE**, *Lycée Chaptal*, Paris, France. CPGE "Classe Préparatoire aux Grandes Écoles" are a two-years course to prepare student for French *grandes écoles*.

Experience

2011 – 2012	**Project during first year of Master**, *University of Rennes 1*. **C2Silicium**[2] is tool of High-level synthesis : it transforms a C program and a description of the processing unit (defined via a DSL we provide) into a description of the scheduling and the allocation (via another DSL) and then produces VHDL code. The emphasis is put on the control of the user over all the step of the compilation process. The main goal is to avoid the "black box" syndrome.
summer 2011	**2 month internship**, *Project-team VPlants* INRIA / CIRAD, Montpelier, France. Automatic generation of 2D-tiling with a rewriting system. The objective of this internship, under the supervision of Christophe GODIN, was to find a method to generate various family of tilings with a L-system. Two family of tilings were investigate : non-periodic tilings with an invariance by homothety and periodic tilings. The first one can be divided in 3 sub-family which can be easily described by a set of rewriting rules. A general strategy to generate every 17 periodic tilings have also been discovered.

Languages

French	**native**
English	**fluent**

Computer skills

Programming languages	Academic practice : OCaml, Java, Prolog, Python, C. Personal practice : OCaml and Opa.

Hobbys

Reading, Playing *and* making video-games, . . .