

Nowar Kazem

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Education

- École Normale Supérieure de Rennes**, Computer Science Sept 2024 – July 2028
- L3 SIF at University of Rennes.
 - M1 SIF at University of Rennes.
 - **Coursework:** Algorithmic, Theory of Computation, Complexity theory, Logic, Cryptography, Computer Architecture, High-performance computing, Semantics and formal proof.
- University of Rennes**, Fundamentals Mathematics Sept 2024 - July 2026
- L3 Mathématiques parcours Mathématiques fondamentales, double licence ENS Rennes.
 - **Coursework:** Group theory, Measure Theory, Lebesgue Integration, Optimization Analysis, Optimization Algebra, Statistics and Probability, Arithmetic and Rings, Topology, Differential Calculus.
- Lycée Chateaubriand**, classe préparatoire scientifique aux grandes écoles, MP* Sept 2023 - July 2024
- **Coursework:** Mathematics, Physics, Computer Science, Philosophy.
- Lycée Chateaubriand**, classe préparatoire scientifique aux grandes écoles, MPSI Sept 2022 - July 2023
- **Coursework:** Mathematics, Physics, Computer Science, Engineering Science, Philosophy.
- Lycée Mohsinia, Damascus, Syria**, baccalaureate with honors. Sept 2021 - July 2022

Internship

- Graph rewriting for ceremony verification** Sept 2025 - May 2026
- At SPYCI team, Inria, Rennes, France.
 - A school project conducted one day per week.
 - Supervised by [Barbara Fila](#) and [Saša Radamirović](#).
- Decidability of deadlock-freedom of RSC systems** June 2025 - August 2025
- At DEVINE team, Inria, Rennes, France.
 - Supervised by [Loïc Germerie-Guizouarn](#) and [Thierry Jéron](#).

Projects

- The Inferencer Project** [see it on github](#)
- It is a school project where we implemented, in a group of three, an inferencer that, given a set of inference rules, proves any result.
 - Tools Used: Ocaml.
- Igel Argern Game** [see it on github](#)
- As part of a school project, my partner and I implemented the Igel Argern game.
 - Tools Used: C programming language.

TIPE

[see it on github](#) 

- Developed a bowling game simulation as part of a school project.
- The program takes the initial position and speed of the bowling ball and calculates the number of pins hit.
- Simulated hundreds of thousands of throws to determine the optimal initial position and speed.
- Tools Used: Python.

Programming Languages

Good level: C, C++, Ocaml, Rust, $\text{\LaTeX}$, Java, Python.

Basics: Javascript, SQL, HTML.

Languages

French: Native language.

Arabic: Native language.

English: Good level.

Other

Hobbies: Running, Writing, Calisthenics.