

# Enzo Erlich

Computer Science student

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## Formation

- 2021 – Present **Master's Degree in Computer Science**, *École Normale Supérieure de Rennes*, Rennes, France.  
Courses : complexity theory, model checking (for LTL and CTL), Linux operating systems, bioinformatics, game theory and applications, information theory, cloud and big data, logics and knowledge representation
- 2020 – 2021 **Bachelor's Degree in Computer Science**, *École Normale Supérieure de Rennes*, Rennes, France, obtained with honors.  
Courses included : programmation (C++, Java, OCaml), system and architecture, language theory, logics, distributed algorithms, security
- 2018 – 2020 **Preparatory class (CPGE)**, *Lycée Saint-Louis*, Paris, France, MPSI/MP\* : Mathematics, Physics, with Computer Science option.
- June 2018 **Scientific baccalaureate**, *Lycée Newton*, Clichy.

## Research experiences

- 2021 – Present **Research project: Timed resilience with an unbounded number of delays**, realized under supervision of *Loïc Hélouët*, *SUMO*, *IRISA*, *Inria*, Rennes, France.  
Definition of the problem and study of its complexity. This project involves timed games for verification of a property over timed automata.
- May – July 2021 **Research internship: Distributed algorithm for 3-coloration of pseudo-forests**, realized under supervision of *Cyril Gavoille*, *LaBRI*, Bordeaux, France.  
Conception and verification of a distributed algorithm in the LOCAL model (a synchronous and non-faulty model).
- 2019 – 2020 **Personnal supervised project (TIPE): Applications of game theory to oceans geopolitics**, *Lycée Saint-Louis*, Paris, France.  
This project involved using deep learning techniques to program an agent in the Hex board game.

## Centers of interest

Language theory, game theory  
Logics, algorithmics, verification

## Programming languages

Basic C, C++, Java  
Advanced  $\LaTeX$ , OCaml, Python

## Languages

French Native  
English Advanced