

Research Interest

Theoretical computer science, Algorithmic, Graph theory, Phylogenetic, Computational biology

Teaching experiences

First semester 2023-2024 **Teaching missions**, Faculty of Sciences, Montpellier

○ Teacher in algorithmic for licence 1 students

○ Teacher in Linux Operating Systems for licence 1 students

End 2018 to Early 2020 **Tutoring**, *Hello World Association*, Faculty of Sciences, Montpellier

○ Tutor in algorithmic for licence 1 students

Professional networks

Research Group GDR BIM (Molecular bioinformatic, <https://www.gdr-bim.cnrs.fr/>), GDR IM (Mathematics Informatics, <https://www.gdr-im.fr/>)

Conferences SeqBIM 2022, MEE 2023, JCALM 2023, MOD 2024, Alphy 2024, DSB 2024 (organizing committee), Phylodyn 2024, MCEB 2024 (poster "Algorithm to reconstruct pas indels: a parsimony approach for the deletion-only case"),

Education

Since October 2022 **PhD**, *LIRMM*, Montpellier, Supervised by Éric Rivals and Fabio Pardi from MAB's team
Continuation of research started during the internship on indels inference for ancestral reconstruction of biological sequences.

February to June 2022 **Academic internship**, *LIRMM*, Montpellier, Supervised by Éric Rivals and Fabio Pardi from MAB's team

Research on ancestral reconstruction of biological sequences. Work on alignments, phylogenetic trees, conception of polynomials algorithms for solving parts of the problem, that can be extends to find an exact or approached global solution.

2020 – 2022 **Master degree in theoretical computer science and algorithmic**, *Faculty of Sciences of Montpellier*

Studies focused for academic research in many fields of computer sciences.

2017 – 2020 **Bachelor's degree of Mathematics option Computer Science**, *Faculty of Sciences of Montpellier*

Studies focused on the mathematical aspects of computer sciences.

Computer science projects

End 2021 **Industrial Operations Research Project**, *group of 3 students*, During the first semester of Master 2, Supervised by Eric Bourreau and Chloé Desdouts

Conception and coding a software in Java for creating schedules for employees of a fictive company (near 2000 lines of codes shared between twenty different classes) and making random data sets for testing different criteria

Early 2021 **Supervised work research**, *group of 4 students*, During the first semester of Master 1, Supervised by Rodolphe Giroudeau

"Solving the Vertex Cover problem" : implementation in C/C++ of a heuristic algorithm to solve the problem, using a clique partition and comparing it with the other algorithms implemented by the rest of the group.

Early 2020 **Supervised work research**, *group of 4 students*, During the second semester of licence 3, Supervised by Rodolphe Giroudeau

"Transport, algorithmic search for the best travel route" : conception and coding a software in Java of carpool for reduced mobility people.

End 2018 **Programming project**, *group of 4 students*, Second half of the first semester of licence 2
Conception and coding an arcade game (Brick Breaker) in C/C++

Professional experiences

Summers **Salesman**, *La Ferme Théâtre*, Lablachère, Ardèche
2017-2019 and 2021-2022 ○ Customers reception / taking reservations, selling and shelving

2016 to 2020 **Amateur guitarist**, *Concerts*, Ardèche and Clermont-Ferrand
○ Several concerts in Ardèche : Jules Froment high school, La Ferme Théâtre, some bars, restaurants and at CROUS of Clermont-Ferrand

Skills

Informatics Overleaf/LaTeX, Java, C/C++, Python

English Read, write, speak

French Native language

Centers of interest

Sciences, Mathematics, Computer Science, Ecology, Music