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 MarzacDev

## Education

- 2013 **Diplomed engineer (eq. Master's degree in engineering, Diplomingenieur)**  
in Electronics and Industrial Computer Sciences, INSA's EII department
- 2010–2012 **Computer Sciences & Electronics courses in the INSA's EII department**  
Systems architecture, analog and digital electronics design, logic design, signal processing, image processing, control theory, operating systems and embedded software development
- 2007–2011 Advanced scientific courses (in maths, physics, chemistry, mechanics and IT)  
at the INSA of Rennes and at Lycée Georges Clémenceau of Nantes
- INSA is French National Institute of Applied Sciences, a public university dedicated to engineers education

## Professional experience

- 2016 **Fred's lab - Owner and Electronics engineer**
- Company's management
  - Engineering of specific solutions for customers
  - Crowdfunded projects
- 2013–2016 **Waldorf Music GmbH - Software and hardware engineer (3 years)**
- Conception & development of consumer electronic products (Pulse2, 2-pole, streichfett, NW1, kb37) including: schematics design, layout design, DSP, embedded & computer software, test benches
  - Crossplatform software development (Windows / Linux / Mac OS)
  - CEM compliant & production oriented product design
  - Preparation of manufacturing documents
  - Company public representative at trade shows (Musikmesse, Namm Show)
  - Project organisation and documentation
- 2012 **Waldorf Music GmbH - Electronics design & DSP internship (6 months)**
- Hardware re-design of a consumer electronics product (Pulse 2) including: schematics design, board layout, prototyping, quality control & documentation
  - Analog circuit simulation (LTSPICE)
  - C / ASM Software development
- 2012 **Waldorf Music GmbH - FPGA & Analog electronics design internship (4 months)**
- Study of FPGA applications for the company's music instruments
  - Development of VHDL logic modules
  - Development of analog electronics modules
  - Production of a working demonstrator with mixed architecture
- 2011 **Arturia SARL - Embedded and computer software developement internship (3 months)**
- Development of embedded software modules (miniBrute)
  - Study of hardware design
  - Crossplatform computer software development (Windows & Mac OS)

## Practical skills

<b>Software</b>	Advanced	• C, C++, x86 asm, PIC24 asm
	Good	• Javascript, CSS, HTML and ARM Thumb2 asm
	Competent	• Real-time application development for Windows, Mac OS & Unix
<b>Electronics</b>	Advanced	• Arm Cortex M, Atmel AVR, Microchip dsPic, TI MSP430, Freescale Coldfire
	Good	• Multilayer PCB routing / low power analog and medium speed digital circuitry • Digital audio electronics • Use of version control systems (git, svn)
	Competent	• CEM rules and analog audio electronics • Analog audio electronics
<b>Computers</b>	Good	• Managing Linux servers (web, ssh, file-sharing, git) • Assembling computers
	Competent	• Network setup
<b>Project management</b>	Basis	• AGILE / SCRUM methodology
<b>Languages</b>	Good	• French, English
	Competent	• German

## Personal interests

- Non-profit associations**
- Organizer of Bonn Game Alchemist group, gathering Bonn Indie Game Developers (2014-)
  - President of Stack-Overload, a digital-art association (2007-2011)
- Music**
- Helper at music festivals: show lighting and live sound (Rock'n Solex, UdS, INSA's Foyer)
  - Compose and record electronic music tracks
  - Play keyboards and bass
- Sports**
- Mountain biking, running and swimming