

Julien Perrenoud

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I am a highly motivated computer scientist who enjoys challenging problem solving. I am driven by curiosity and thrive in cross-functional environments that are highly collaborative where I can learn and share knowledge.

Work Experience

iOS Lead | Tispr

2017 - current | Santa Monica, CA

- Lead iOS engineering projects
- Manage a team of 4 engineers accross multiple timezones
- Work on product mgmt team to shape roadmap and vision

Mobile Software Engineer | Tispr

2015 - 2016 | Santa Monica, CA

- Full-time iOS engineer
- Grow MVP into full functioning in-market product

Software Engineering Intern | Tispr

Fall 2015 | Santa Monica, CA

- Learn mobile development in Swift for production.
- Work under Lead Engineer to build and launch MVP iOS app

Teacher Assistant | Group Theory Laboratory, EPFL

Fall 2014 | Lausanne, Switzerland

- Prepare and supervise the exercise sessions and exams in a 40-student classroom.

Teacher Assistant | School of Computer Science, EPFL

Spring 2014 | Lausanne, Switzerland

- Mentor & help students on their Java projects.

Freelance Tutor

2010 - 2015 | Lausanne, Switzerland

- Teach between 2 and 10 hours per week of mathematics, physics and programming to several students in university or high school.

Education

BSc. Computer Science | Swiss Federal Institute of Technology

2012 - 2015 | Lausanne, Switzerland

- Specialization in Mathematics (Theory of Computation, Graph Theory, First-Order Logic)
- Extra courses in Software Engineering, Management, Quantum Computing and Machine Learning
- GPA 5.5/6.0 - 6.0/6.0 on Project "An Exploration of Quantum Satisfiability"

Baccalaureat | Chamblandes High School

2009 - 2012 | Pully, Switzerland

- Specialization in Mathematics & Physics
- Award for Excellence in Computer Science

Other Courses

- Text Mining & Analytics
- Reactive Programming in Scala
- Programming Principles in Scala
- Machine Learning Foundations: A Case Study Approach

Academical Interests

- Quantum Computing
- Computational Neuroscience
- Machine Learning & Natural Language Processing

Skills

Mobile Software Engineering - iOS (2 yrs production), Android, React

Software Engineering - Scala, Java, Python, Matlab, OpenGL, C++, C

Testing - TDD, BDD, Fabric, go.cd, UI Testing (XCTest, Espresso)

Management - Scrum, JIRA, Github, SourceTree, Slack, Zeplin, AppBoy

Architecture - MVVM, FRP, POP, OOP

Scripting - Perl, Shell

Languages

French - Native Language

English - Full Professional Proficiency (TOEFL 117/120)

German - Limited Working Proficiency