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Software Engineer

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Education

1998 – 2001	Student at the ENST (Ecole Nationale Supérieure des Télécommunications): Distributed systems, Digital microelectronics, Telecommunication protocols
1996 – 1998	“Classes préparatoires” in Montpellier, at the “Lycée Joffre”
1996	Graduation from high school (option mathematics, mention bien) at the “Lycée Clémenceau”

Experience

2003 – today	Software development for the INRIA Sophia Antipolis: <ul style="list-style-type: none">• Planete project: implementation of 802.11 MAC-level algorithms for Linux drivers, design of rate-control algorithms.
2001 – 2003	Software Development for RealMagic, the french subsidiary of Sigma-Designs: <ul style="list-style-type: none">• Cross-platform (win32/linux) development of a multithreaded streaming framework.• Implementation of the DVD-Video specification for consumer DVD players (Kiss Technology DP 450 players, Momitsu 880 players).• Developement of a dependency management tool for internal projects based on CVS, setup of code change monitoring tools (bonsai) and maintenance of the bug reporting system (bugzilla).• Architectural design of an implementation of the DVD-Audio specification for next generation DVD players.• Monitoring of technological development of DVD specifications: DVD-HD, DVD-ENAV, DVD-VR, DVD+VR.
2000	6 month internship at Eazel: work on Nautilus, the new Gnome graphical desktop and its libraries on Linux: Bonobo/OAF (component system), CORBA, GTK+.
1998 – 1999	On site UNIX system administration training for Experian.

Specific Knowledge

Operating Systems	Unix, Win32 system programming
Languages	C, C++, Ada95, Perl, Python and 68000 Assembly
Computer Systems	<ul style="list-style-type: none">• CORBA: practical and theoretical knowledge of CORBA architecture and implementation.• Understanding of component system architecture: COM/DCOM, Bonobo, UNO.• GTK: application developement, widget customization.• Linux kernel: kernel module debugging, scheduler architecture, shared library support, POSIX thread implementation.
Micro-Electronics	University projects: <ul style="list-style-type: none">• Design and implementation of a RISC microprocessor on an FPGA.• Design and implementation on an FPGA of a chip for segment recognition within images.

Publications

2004	<i>wifi</i> : IEEE 802.11 Rate Adaptation: A Practical Approach, MSWiM'04.
2003	<i>Multimedia frameworks</i> : a description of important architectural features in multimedia asynchronous frameworks. <i>C++ exceptions</i> : a tour of error propagation techniques with and without C++ exceptions. <i>Bonobo foobarting</i> : a complete rewrite of the CORBA introduction written in 2000. (Dirk-Jan C. Binnema associate).
2002	<i>GObject architecture</i> : a detailed description of the API, architecture and implementation of GType and GObject, the dynamic type system used by GTK+ and Gnome. <i>The Gnome development platform</i> : a quick and short introduction to the Gnome 2 development platform.
2001	<i>API documentation for libart</i> , the Gnome antialised vector drawing library (Raph Levien associate).
2000	<i>API documentation for OAF</i> , the Object Activation Framework of Gnome.
2000	<i>Gnome & CORBA</i> : an introduction to the architecture of CORBA, its C mapping and its integration in Gnome (Dirk-Jan C. Binnema associate).
1998	<i>92 Guide</i> : Assembly programming on Texas Instrument's calculators

Languages

French	native language
English	fluent (read, write, speak)