

Gauthier GLÜCKMANN

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EDUCATION

Delft University of Technology	Sept. 2025 – June 2027 (expected)
<i>MSc Electrical Engineering (Digital Microelectronics and Computer Architectures)</i>	Delft, Netherlands
• CGPA to date: 8.82/10 .	
University of Liège	Sept. 2021 – June 2025
<i>B.S. Electrical Engineering; Minor in Computer Science & Engineering</i>	Liège, Belgium
• Greatest Honors (CGPA: 18.12/20).	
• Multiple TA positions.	

SKILLS

Electrical Engineering

- Coursework strongly focused towards the **IC design flow** (HDL design, synthesis tools,...) and **computer engineering**.
- Good project experience on **FPGAs**.
- Familiar with the following tools, ordered by experience: **LTSpice, Vivado, Quartus, Vitis HLS, KiCad, Cadence**
- Decent **Analog Electronics** knowledge.
- Decent **Machine Learning** knowledge, and some **PyTorch** experience. Coursework includes **hardware for AI**.

Programming

- More than **5 years** of programming experience from personal and university projects, both **low-level** (C/C++) and **higher level** (Python, Node.JS, JS frameworks).
- Familiar with several languages, including: **Python, C, C++, Rust, JS, Java, C#, Latex**,...
- Good knowledge of **HDLs (Verilog/VHDL)**.
- Experience in building **multi-threaded** applications.
- Experience with GPU/graphics: **OpenGL, CUDA, Unity compute shaders**.
- Familiar with **Linux** and **Git**.

Languages

- Fluent in **English** and **French**.

EXPERIENCE

University of Liège	Summer 2025
<i>Intern in the Machine Learning research department (Montefiore)</i>	Liège, Belgium
• Designed a full-stack application to allow live visualizations of the outputs of a weather forecasting model designed by the Montefiore research group.	
• Interface: montefiore-sail.github.io/appa (Live Forecasts tab).	
University of Liège	Sept. 2023 – June 2025
<i>Student TA</i>	Liège, Belgium
• Assisted in Calculus, Algebra, C programming , and Digital Electronics classes.	
• Corrected formative tests in algebra and calculus.	
• Led C programming practical sessions.	
• Helped students with digital electronics exercises and VHDL projects.	

PROJECTS (NON-EXHAUSTIVE LIST)

- OpenGL multi-threaded Minecraft clone with semi-realistic lighting (C++).
- CPLD-controlled wooden safe with servo motor, EEPROM, and keypad interface (every interface custom-made in VHDL).
- Socket-based Minesweeper with custom HTTP server in Java (WebSockets & HTTP).
- Implementation of a denoising convolutional neural network on an FPGA using VITIS HLS.