Who am I?
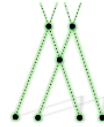

✓ Product owner of the "HPC eXperience" plateform
✓ Product owner, Software Architect, Lead Dev, …, for the Finite Element Solver
✓ Principal Numerical Scientist HPC

Author of the world class chess engine "Minic"

https://github.com/tryingsomestuff/Minic
https://www.linkedin.com/in/vivien-clauzon-85635638/
https://500px.com/p/xr_a_y?view=photos

I'm passionate about writing **high-performance, maintainable scientific codes** in answer to modern simulation needs. I'm glad to admit that if it is clearly a technological and technical challenge, it is also an incredibly exciting and rich human adventure. I truly love **being part of a team.**

Some background
✓ *2004-2008 : implementation of HPC simulation code for turbulent compressible fluid flows on vectorial supercomputers (SMAI-GAMNI price)*
✓ *2008-2011 : implementation of compressible and incompressible interactive fluid flow solvers on GPU*
✓ *2011-2013 : implementation of resilient and scalable piloting system for meteorological and air quality simulations (Teratec innovation trophy 2016)*
✓ *Since 2013 : at Michelin ! Noise & comfort, viscoelastic fluid flows. Since 2015 solver team architect, animator, … see current missions above.*