

PERSONAL INFORMATION



Bellot, Gilles Mathias Victor

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[🔒 https://bell0bytes.eu](https://bell0bytes.eu) <http://www.mathematik.tu-dortmund.de/sites/gilles-bellot>

[🔗 https://gitlab.com/symplectos](https://gitlab.com/symplectos)

[🗉](#) PGP Key [ToX](#) ToX-ID

Gender male | **Date of birth** 22/01/1984 | **Nationality** Luxembourgish

WORK EXPERIENCE

September 2018 - March 2019

High School Mathematics Teacher

Lycée des Arts et Métiers, Limpertsberg, Luxembourg

April 2014 - March 2018

Research Fellow

TU Dortmund University, Dortmund, Germany - Faculty of Mathematics, Institute of Geometry

Research Project Classification of lattices over algebraic number fields. (C++, MAGMA)

Research Interests Algebraic Number Theory, Bilinear Forms and Geometry of Numbers.

Teaching Teaching assistant for various lectures and experienced staff at the help desk for mathematics.

2010 - 2014

Teaching Assistant

TU Dortmund University, Dortmund, Germany - Faculty of Mathematics, Institute of Geometry

Tutor for linear algebra and analysis.

Summer Internships

2008 Programmer at Siemens - Luxembourg: Upgrade of a resource planning tool. (C#)

2003 Programmer at Siemens - Luxembourg: Realization of an online resource planning tool. (C#)

2002 Programmer at Siemens - Luxembourg: Internal MAC address localizer. (Perl, PHP)

EDUCATION AND TRAINING

September 2007 - March 2014

Diplom: Mathematics with a minor in Computer Science

ISCED 7

TU Dortmund University, Dortmund, Germany

Thesis Algorithmen für Gitter (C++)

September 2005 - September 2007

Vordiplom: Mathematics with a minor in Computer Science

ISCED 6

University of Dortmund, Dortmund, Germany

1996 - July 2005

Diplome de fin d'études secondaires classiques

ISCED 3

Lycée de Garçons Luxembourg, Limpertsberg, Luxembourg

Orientation scientifique: Section latin - Mathématiques - Sciences physiques

PROJECTS

- Game Programming A 2D game engine, written in C++ (wip). The following games have been realized in this engine:
- "Stécker vum Himmel" - a Tetris clone.
- Mathematics
- "hn++" (wip): algebraic number theory library to enumerate lattice genera, written in C++.
 - "MagmaNeighbours": Construction of lattice genera, implemented in MAGMA.
- Miscellaneous
- MAC-Address-Localizer, written in Perl and PHP.
 - Online Resource Planer, written in C#.
- Server Maintenance of a private server as well as a server and a website for a table tennis team, including an online shop and a streaming platform.

PERSONAL SKILLS

Mother tongue Luxembourgish

Other languages

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
German	C2	C2	C2	C2	C2
English	C2	C2	C2	C2	C2
Certificate in Advanced English (CAE)					
French	C1	C1	B1	B1	B2
Latin	A2				A2

Levels: A1 and A2: Basic user – B1 and B2: Independent user – C1 and C2: Proficient user
[Common European Framework of Reference for Languages](#)

Communication Skills – Seven years of experience as a tutor.
 – Talks and presentations in front of small audiences.

Organisational / Managerial Skills Five years of experience organising weekly tutorials for students as well as managing small teams of tutors.

Digital competences

SELF-ASSESSMENT				
Information Processing	Communication	Content creation	Safety	Problem solving
Proficient user	Proficient user	Proficient user	Proficient user	Proficient user

[Digital competences - Self-assessment grid](#)

Programming Languages, Libraries and Interfaces **Proficient:** C++, DirectX (Direct2D, Direct3D, DirectInput, DirectWrite, XInput, XAudio2), LaTeX
Independent: C, MAGMA, Pari / GP
Basic: Boost, C#, CSS, CUDA, HTML, Lua, Java, Markdown, openMP, Perl, PHP, SQL, Windows Imaging Component, Windows Media Foundation, Windows SDK

Operating Systems Commodore DOS - Linux (Antergos, Arch Linux, Ubuntu Server) - Microsoft DOS - Windows

Software Analytics (NetData, Fathom), CMS (Ghost, Grav), Cloud (NextCloud, pCloud, SpiderOak ONE), Databases (MariaDB), IDEs (Eclipse, Netbeans, Texmaker, Visual Studio), Media (AirSonic, Jellyfin, Open Broadcaster Software, TexturePacker), Office (FireFly, Firefox, InvoiceNinja, Microsoft Office, LibreOffice, Thunderbird), Security Software (ClamAV, Kaspersky, KeePass, OpenPGP, openSSH, ToX, UFW, VeraCrypt), Version Control (GitLab, Gitea), Webserver (Apache, Nginx)

PERSONAL INTERESTS

Personal Research Interests Algorithms, algorithmic geometry, artificial and computational intelligence as well as programming patterns and their applications in game programming.

Private Projects – Development of a game engine in C++.
 – Blog about mathematics and game programming.
 – Ethical and privacy - conscious open source alternatives to mainstream software.
 – Maintaining a private server as well as a server and a [website](#) for my table tennis team.

Finished Game Projects "[Stécker vum Himmel](#)" - a Tetris clone.

Personal Interests Exploring fantasy worlds and studying their lore: be it while strolling through the gardens of the Shire in the highly developed high fantasy world of Middle-Earth, searching for Elder Scrolls in Tamriel, protecting space hamsters at the Sword Coast, fighting the Burning Legion in Azeroth or hunting Zerg in the Koprulu sector.

Sports Active table tennis player. Football enthusiast (and former player). Former competitive Starcraft player (attendant of the 2005 WCG BeNeLux finals in Almere). Former certified table tennis umpire.