GaijinPet

Programmer



Axel PERIGNON アクセル ペリニヨン

Age 31

Date of Birth Oct 7, 1987

Gender Male

Living in Nozawa-Onsen, Nagano, Japan

Nationality France

Email afeeljeux@gmail.com

Current Visa Status Working Holiday

Can legally drive in Japan Yes

Educational Level Master's Degree
Career Level Entry Level

Career Level Entry Level
Availability Immediate

Language Abilities

English Proficiency Fluent
French Proficiency Native level

Career Objectives and Summary

First of all, I wish to work on projects that awake my curiosity. I'm interested in a lot of fields, mostly related to R&D, but the most important to me is to focus on an interesting subject.

I already worked on really different matters such as

- -Developing a custom camera in C# for on an unusual video game. I got its openGL matrix recomputed anytime the user's smartphone moves to transform the view on the screen according to the relative position between the user's eyes and the smartphone screen.
- -Developing a cross-platform application in Python to manage medical data as well as the server communicating with the app and securing any data stored and sent by doctors or scientists using the app.
- -Al developement in Python (Tensorflow/Keras) to predict the first horse on a given race.

Currently, I really wish to work on developing an AI to map the neural signals of the human body sent from any sensory organ to the brain. There is a lot to do there. The fist step would at least be to highlight any kind of variation in the electrical impulses that could express the nature or the origin of the signal, I believe a RNN should be the base to work on since there is a temporal behavior.

Specialties and Skills

C C++ C# Python Php SQL Html/CSS XML Pic Octave Caml TclTk

Bash Prolog Lua Kivy OpenGl jQuery Three.js

Educational History

Degree Master's degree in Computer Sciences

Graduation period Sep, 2017 - Jun, 2018 (10 months)

School Université de Toulon (http://www.univ-tln.fr/)

Country France

Description The last year of this degree was specialized on the development on mobile

platforms.

Work History

Position Title **Developer**

Employment period Sep, 2018 - Present (1 year)

Company Self-employment

Country France

Industry Information Technology

Position Type Project Manager, Project Leader, Software Engineer, Programmer, Other IT,

Internet, Telecommunication, R&D / Clinical R&D

Position Description Development of an AI, Deep Learning type with Python using Tensorflow,

Keras and Tensorboard.

I made scripts in Python to gather data over internet about horse races then I prepared the data so they can be analyzed to predict the finish order. I used Sci-kit and Numpy to manage my data, Seaborn to visualize the various differences in the predictions. I am still researching and documenting myself to improve my AI.

The average number of horses on a race is 12 which would give an accuracy close to 8% on a random pick.

Up to now my Neural Network gives an accuracy of 20% either on the validation or test dataset.

Position Title

Developer

Employment period

Feb, 2018 - Jun, 2018 (5 months)

Company

Imath Laboratory - University of Toulon (http://imath.fr/)

Country France

Industry Information Technology

Position Type Technology Related (Medical, Bio,

Technology Related (Medical, Bio, Chemical), Research Development, Application Development, Network / Server Development / Management,

Database Design / Development, Software Engineer, Programmer

Position Description

Development of a cross-platform application to manage medical data. My 4 months internship at the IMATH laboratory has been focused on the development of an application that will help the lab to obtain medical data. The subject covered depends from a work made in Fluid Modeling.

The following work has successfully been achieved:

-One application to do everything like managing administrators and restricted accounts or medical data with their result and so on. The app is available on PC (Linux) and Android without having to edit a lot of code. It is developed in Pvthon.

-The medical data are stored on a server, the database and communication protocol were chosen and developed with the necessity to keep anything patient related anonymized.

My supervisor was not readily available so I had the responsibility to decide everything about the application development. This solution had to be developed as a unique application usable by doctors of the hospital sending us data with the app and scientists of the laboratory working on those data. The app also had to be coded with Python and the server/database in Php/Sql.

Everything else was to be decided by me then approved by my supervisor.

Position Title Developer

Employment period Jan, 2014 - Dec, 2015 (2 years)

Company Self-employment

Country France

Industry Information Technology
Position Type Application Development

Position Description Development of a video game using C# on iOS/Android (Mounyouhnya) with

the Game Engine Unity.

The concept, characters, 3D models, gameplay, everything except the game

engine and the music have been designed and developed by me.

Position Title **Developer**

Employment period Jan, 2013 - Jan, 2014 (1 year 1 month)

Company Self-employment

Country France

Industry Information Technology
Position Type Application Development

Position Description Development of a video game using Lua on Pc/Mac/iOS(Alrias Orbis) using

the Game Engine Shiva.

First attempt to developing a video game by myself.

The game is in 3D and I developed a 2D map editor in Java to give an easy

way for the future community to create their own puzzles/maps.

I started the game development keeping in mind the possibility to add multiplayer to the game but ultimately the company developing the game engine stopped any update and the engine communications available were extremely slow which was incompatible with a real time 3rd person view

game.

Position Title Developer/Intern

Employment period Apr, 2012 - Jun, 2012 (3 months)

Company Imath Laboratory - University of Toulon (http://imath.fr/)

Country France

Industry Information Technology

Position Type Software Engineer, Programmer, R&D / Clinical R&D

Position Description Internship student at IMATH Laboratory.

The research subject consisted in modelling blood vessels in 3 dimensions

with OpenGL from an image file (2D) obtained after a Doppler.

My job was to analyse the existing code to find and repair memory leaks. Some objects had holes, I had to find why and suggest a method to correct

this behavior.

Ultimately most of the functionalities were developed in different languages and necessitated to type a command line every time a researcher needed something, so I had to convert everything in C and make a single software

with a graphical user interface in English.

I successfully did everything asked during those 2 months.

Personal Information

Interests

Horse riding, Japan, reading light-novels, cooking, A.I., Biology.

GaijinPot and CareerEngine are trademarks of GPlusMedia Inc. and part of the Fujisankei Communications Group.