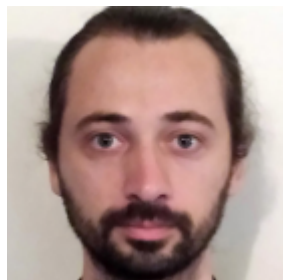


Programmer



Axel PERIGNON

アクセル ペリニョン

Age	31
Date of Birth	Oct 7, 1987
Gender	Male
Living in	Tokyo, 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
Minimum Salary	¥3,000,000 / Year
Availability	Immediate
Phone "line id"	a7pepe

Language Abilities

English Proficiency	Fluent
French Proficiency	Native level
Japanese Proficiency	Basic 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 video game with 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.

-AI development 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 first 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.

Samples and files related to those works are available here: <https://github.com/Abysselene/Reports>

Specialties and Skills

C	C++	C#	Python	Php	SQL	Html/CSS	XML	Pic	Octave	Caml	TclTk
Bash	Prolog	Lua	Kivy	OpenGL	jQuery	Three.js	Unity3D				

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	<p>The last year of this degree was specialized in the development on mobile platforms.</p> <p>I went back to the University for one year, after 5 years working on personal projects, to get a diploma giving me the possibility to work in the R&D field.</p>
Degree	Maîtrise in Computer Sciences
Graduation period	Sep, 2011 - Jun, 2012 (10 months)
School	Université d'Aix-Marseille (https://sciences.univ-amu.fr/)
Country	France
Description	<p>French diploma delivered after successfully finishing the 1st year of the Master.</p> <p>At this time the standard Computer Sciences courses were not available for the Master in the University of Toulon so I went to this University.</p>
Degree	Bachelor's Degree in Computer Sciences
Graduation period	Sep, 2008 - Jun, 2011 (2 years 10 months)
School	Université de Toulon (http://www.univ-tln.fr/)
Country	France

Work History

Position Title	Developer/Freelance
Employment period	Jun, 2018 - Present (1 year 3 months)
Company	Freelance
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	<p>After my internship, the laboratory where I worked contacted me for a possible job with them and a private company. That company needed a researcher from the laboratory to work on the development of a complete solution to get custom medical orthopedic sole, using a new generation 3D printer capable to print one object with multiple different materials.</p> <p>During this period, the laboratory and the company were discussing the terms but unfortunately, in September, the company stopped interacting with the lab. I was mostly on Holiday from the end of June to the start of September. The rest of the time I was waiting for my diploma to be available and preparing the documentation needed for my personal project (AI).</p> <p>Starting September, I developed an AI, Deep Learning type, with Python using Tensorflow, Keras and Tensorboard.</p> <p>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.</p> <p>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.</p> <p>The average number of horses on a race is 12 which would give accuracy close to 8% on a random pick.</p>

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

Position Title	Developer/Intern
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, Chemical), Research Development, Application Development, Network / Server Development / Management, Database Design / Development, Software Engineer, Programmer
Position Description	<p>Development of a cross-platform application to manage medical data.</p> <p>My 4 months internship, as part of the Master's last year in the University, 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.</p> <p>The following work has successfully been achieved:</p> <ul style="list-style-type: none">-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 Python.-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. <p>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.</p> <p>Everything else was to be decided by me then approved by my supervisor.</p>

Position Title	Developer/Freelance
Employment period	Jan, 2016 - Sep, 2017 (1 year 9 months)
Company	Freelance
Country	France
Industry	Information Technology
Position Type	Other IT, Internet, Telecommunication
Position Description	<p>Working on an asset in C# to release later on the Unity Store and developing the related app for the App Store and Google Play.</p> <p>The point of this asset was to be able to use only a smartphone to scan a real life object and obtain its representation as a 3D model.</p> <p>To make this project viable I desired to only use the following functionalities available in every smartphone: camera, accelerometer, gyroscope, compass.</p> <p>Unfortunately after 6 months of work it appeared the recorded values from the accelerometer are way too unstable. Sometimes a smartphone reboot is even</p>

necessary to correct a faulty behavior, many smartphone have defective compass after months of usage.

All of this meant too much work for one person and helped me realize I am deeply interested in developing tools related to Research.

Later I spoke about my project to a Researcher I know from the University of Toulon, he told me that a team is working on such a project in a lab of the University, working alone on such a project is a challenging endeavor.

I started then to look for a job in the R&D field, in France it appears most job opportunities in Research are available after a Master's degree. I tried to obtain a monbukagakusho scholarship organized by the Japanese governments for French students and graduated.

I also went to Japan in September to discover more about this country that I enjoy a lot.

The rest of the time was taken between helping a close friend organize his wedding, helping my father in his job due to health issues, going on a break, looking for a job in R&D.

I also updated assets and game I developed in Unity3D, I had to skip 2 years of update releases because of an internal error in the game engine making shadows defectives if the camera matrix is modified. Hence when Unity finally corrected this bug, I got a lot of code not working properly with the new version of Unity and a lot of new assets to implement in my game.

Position Title	Developer/Freelance
Employment period	Jan, 2014 - Dec, 2015 (2 years)
Company	Freelance
Country	France
Industry	Information Technology
Position Type	Application Development
Position Description	<p>Development of a video game using C# on iOS/Android (Mounyouhnya) with the Game Engine Unity.</p> <p>The concept, characters, 3D models, gameplay, everything except the game engine and the music have been designed and developed by me.</p> <p>The game is available here: https://play.google.com/store/apps/details?id=com.afeel.mouhnya</p>

Position Title	Developer/Freelance
Employment period	Jan, 2013 - Jan, 2014 (1 year 1 month)
Company	Freelance
Country	France
Industry	Information Technology
Position Type	Application Development
Position Description	<p>Development of a video game using Lua on Pc/Mac/iOS(Alrias Orbis) using the Game Engine Shiva.</p> <p>I created a one person company to work on personal projects starting January since, in France, fiscal years start the 1st of January. Starting it in September would have increase financial difficulties by having 3 months of work officially</p>

seen as a full year.

Before this I collected documentation on the resources necessary to start this project.

First attempt to develop 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	<p>Internship student at IMATH Laboratory.</p> <p>The research subject consisted in modeling blood vessels in 3 dimensions with OpenGL from an image file (2D) obtained after a Doppler.</p> <p>My job was to analyze 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.</p> <p>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 one single software with a graphical user interface in English.</p> <p>I successfully did everything asked during those 2 months.</p>

Personal Information

Interests	Horse riding, Japan, reading light-novels, cooking, A.I., Biology, Video games, Anime, Manga, Creation.
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