

Lou FUGIER

✉ fugierlou@gmail.com | 📞 +33 7 82 67 32 72 | 📍 Villard-de-Lans, France
🌐 linkedin.com/in/lou-fugier-828b8a268 | 🌐 akulliaa.github.io/my-portfolio

Profile

Final-year Master's in Computer Science at ESIGELEC ("French Grande École") with expertise in **Full stack development (JS, Python)**; seeking an internship (minimum four months, **V.I.E.** eligible) starting June 2025.

Skills

Languages

- Python (Django, FastAPI)
- HTML5, CSS3, JavaScript
- Angular, Node.js (REST API)

Technologies

- MySQL, Docker
- Git, GitHub
- Linux & Windows

Languages

- French (native)
- English (B2 level)
- Spanish (A2 level)
- Japanese (A2 level)

Projects & Experience



ATIM, concepteur fabricant de capteurs & solutions IoT | M2M

R&D Development

Villard de Lans, France
June 2023 – September 2023

- Design and implementation of a web application to estimate sensor battery life (JavaScript, HTML/CSS)
- Development of APIs for server-client communication and database optimization (Node.js, SQL)
- Contributions to network architecture, C++ codebase, and internal tool automation (VBA)



Holo'Réed, Engineering Project

Best ESIGELEC Engineering Project Award 2024 🏆

Rouen, France
2023 – 2024

- Development of a web platform for managing patients with Parkinson's disease, featuring authentication, data storage, and integration with a mixed reality headset for running a therapeutic application
- Backend architecture in **Python** with REST API and **MySQL** database
- Responsive user interface in **HTML/CSS/JavaScript**

Education



ESIGELEC ("French Grande École")

Master of Engineering in Computer Science (CERT)

Rouen, France
2021 - 2024

- Training in web development and networks
- Vice-President of Student Council 2022-2023 (Apollo)



Vaucanson High School

Preparatory Classes for Engineering Schools (CPGE)

Grenoble, France
2019 - 2021

- Physics and Technology major (P.T.)

Personal Projects

- **Memory Game Solver App (Python, OCR)**: Automated identification of card positions via **OCR** to solve a memory matching game with a 100% success rate and minimal moves
- **Automated Game Bot (Python, OCR, Web Scraping)**: Captured in-game data via **OCR**, extracted optimal moves from an external website, navigated UI elements to automate mission loops, and continuously relaunched tasks
- **Audio-to-MIDI Piano Roll Generator (Python)**: Converted **WAV/MP3** files to **MIDI**, parsed note events, and rendered a customizable piano-roll video with precise tempo, exact note durations, and adjustable playback speed

Interests

- Self-taught pianist (classical and pop music)
- Travel and cultural discovery (Japan, Spain, New Caledonia)
- Dance (Hip-hop and Modern Jazz)