

# ALEXANDRE DE SAINT BLANQUAT

## Student in robotic engineering

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Toulouse, France

github.com/alexdesaint

22 years old student in robotic engineering, with international background in South-East Asia (Cambodia). Good spoken and written English, excellent programming skills, creative and strongly committed.



## EDUCATION

### Master and Engineer double curriculum in Interactive Robotic System

UPSSITECH – University Paul Sabatier Science of Engineering and Technologies

Sept. 2017 – ongoing

Toulouse, France

Currently in Master one.

Robotic

Real time system

Software architecture

Automation

### DUT GEII – Technical degree in Electrical and Industrial Computer Sciences

University Paul Sabatier

Sept. 2015 – June 2017

Toulouse, France

Ranked: 16th out of 160.

Electronic

Real time system

Automation

### Baccalaureate Scientist

René-Descartes French School

June 2015

Phnom Penh, Cambodia

After an initial education in France, I followed grade 8 to 12 in the French educational system in Cambodia.

## PROFESSIONAL EXPERIENCE

### University project for developing a Midair Timing System

University Paul Sabatier, Sport Département

Sept. 2018 to Jan. 2019

Toulouse, France

The device calculate the time a trampoline athlete is in mid-air.

Team leader of a group of 5 students. Developed from scratch.

Real time system

Software architecture

Electronic

GIT

### Internship in a Start-up for prototyping a project

Sceno Photo, a Start-up specialised in PhotoBooth

April to June 2017

Bordeaux, France

Development of a portable print server on Raspberry Pi.

Unix

Network

Electronic

Visio

## SKILLS

Robotic Trajectory computing for industrial robots

Real time system State machine, Grafcet

Automation Feedback and Feed-forward control

Network TCP/UDP, CAN, I2C, UART...

Electronic Advanced digital logic

Software architecture UML and tests

GIT

Unix

CMAKE

L<sup>A</sup>T<sub>E</sub>X

Visio

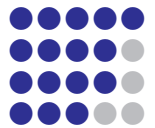
## PROGRAMMING SKILLS

C++

C

Python

VHDL



## LANGUAGES

French

English

Spanish



## SELF-LEARNING

### Game engine development

github.com/alexdesaint/BlobEngine

Made from scratch for learning purpose and now able to run my first game.

OpenGL 4.5

CMAKE

GLSL