Loïs Bilat

05.09.1997
Swiss
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EDUCATION

Studying for Master of Science in Computer Science
EPFL

📅 2018 – 2021 📍 Lausanne, Switzerland

- Specialization : Data Analytics
- GPA First semester : 5.65 / 6.0

Study Exchange
LiU

📅 2017 – 2018 📍 Linköping, Sweden

- 2 semesters academic exchange during the third Bachelor year
- GPA : 5.97 / 6.0

Bachelor of Science in Computer Science
EPFL

📅 2015 – 2018 📍 Lausanne, Switzerland

- Optional Track : Visual Computing
- GPA : 5.47 / 6.0

Maturité Gymnasiale
Gymnase de Burier

📅 2012 – 2015 📍 La Tour-de-Peilz, Switzerland

- Specific Option : Physics and application of Mathematics
- Complementary Option : Computer Science
- Excellence award in Physics
- GPA : 5.32 / 6.0

EXPERIENCE

Summer Job in an Architectural Firm
ABA Partenaires SA

📅 2018 📍 Lausanne

- Modification and correction of blueprints
- Processing replies to requests for tender

Web development
🔗 **yvesbilat.ch**

📅 2016

- Creation of a website for an entrepreneur using WordPress

Private Tutoring
Mathematics

📅 2015 – 2017

- Tutoring for Students in their 9th and 10th school years (14-15 years old)

LANGUAGES

French - Mother Tongue ●●●●●

English - B2 ●●●●○

German - B2 ●●○○○

PROGRAMMING LANGUAGES

Python	●●●●●
Java	●●●●●
Scala	●●●●●
SQL	●●●●○
C/C++	●●●●○
PHP	●●●○○
HTML	●●●○○
CSS	●●●○○
LaTeX	●●●○○
OpenGL	●●○○○
Assembly	●●○○○
VHDL	●●○○○
Javascript	●○○○○

SKILLS

Topics

Machine Learning | Deep Learning | Data Analysis | Natural Language Processing | Computer Vision | Artificial Intelligence

Libraries

Numpy | Pandas | Matplotlib | Spark | Scikit-learn | Keras | nltk | OpenCV

Applications and Tools

VS Code | Git | Jupyter Notebooks | Anaconda | Intellij IDEA | Android Studio | Wordpress

Operating Systems

Linux (Archlinux, Ubuntu) | Windows 10

PROGRAMMING PROJECTS

Detecting Bias in Amazon reviews
% Course Project

📅 2018   📍 EPFL

A Data Story about the potential bias that can be found in Amazon user reviews, and how to correct it. We worked on 20GB of comments extracted from various Amazon articles, and used multiple tools including Pandas, pyspark, and matplotlib. Python | Pandas | Matplotlib | Jupyter notebook

The Quest for The Holy Grail
% Course Project

📅 2018   📍 LiU

Creation of a 3D maze game with different objectives, world physics, lightning effects, drawing optimisation. user interface and sound effects. C | OpenGL

Tankode
Junction Hackathon

📅 2017   📍 Helsinki, Finland

Creation of an educative video game where the behavior of a Tank had to be programmed by the user. This game was programmed in less than 48 hours using Android Studio, in a team of 4 people. I had the opportunity to learn how to work efficiently in a team by splitting the work in an optimal way. Java | Android Studio

3D game - Tangible user interaction
Course Project

📅 2017   📍 EPFL

Creation of a dexterity 3D game where the environnement had to be controled by moving a LEGO board in front of a camera. It implemented some image processing and recognition and was done using *Processing*. Java

XBlast
Course Project

📅 2016   📍 EPFL

Creation of a multiplayer video game based on the game *Bomberman*. It could be played by up to 4 player on different computers. Java

Calcul Mental
% Android Application

📅 2015

Creation of an Android app that people can use to do some small calculations (additions, substractions, multiplications and divisions). Different modes, such as a test mode, a timed mode and a rush mode are available. Java | Android Studio

La Pipopipette
% Travail de Maturité

📅 2014   📍 Gymnase de Burier

Creation of a multiplayer video game for iOS based on the game *Dots and Boxes*. An artificial Intelligence was implemented. Objective-C | Xcode