Loïs Bilat

05.09.1997
Swiss
Single

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EDUCATION

Studying for Master of Science in Computer Science

EPFL

2018 – 2021 | Lausanne, Switzerland

- Specialization : Data Analytics
- GPA First semester : 5.71 / 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 | Keras | Spark | Scikit-learn | OpenCV | nltk | Matplotlib

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