

Loïs Bilat

05.09.1997

Swiss

Single

@ lois@bilat.xyz

+41 78 645 94 84

1807 Blonay – Switzerland

bilat.xyz

lois-bilat

billotais

EDUCATION

Studying for Master of Science in Computer Science

EPFL

2018 – 2021

Lausanne, Switzerland

- Specialization : Data Analytics
- GPA first year : 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](#)