Loïs Bilat

Education

2018–2020 **Master in Computer Science**, *EPFL*, Lausanne.
Specialization : Data Analytics.
Interim GPA : 5.65 / 6.0

2017–2018 **Study Exchange**, *LiU*, Linköping.
10 months study exchange during the third Bachelor year.

2015–2018 **Bachelor in Computer Science**, *EPFL*, Lausanne.
Optional Track : Visual Computing.
GPA : 5.47 / 6.0

2012–2015 **Maturité Gymnasiale**, *Gymnase de Burier*, La Tour-de-Peilz.
Specific Option : Physics and application of Mathematics.
Complementary Option : Computer Science.
Excellence award in Physics

2009–2012 **Certificat d'études secondaires**, *Collège des Mousquetaires*, La Tour-de-Peilz.
Specific Option : Mathematics and Physics.

Experience

2018 **Summer Internship in an Architectural Firm**, *ABA Partenaires SA*, Lausanne.
Modification and correction of blueprints.
Processing replies to requests for tender.

2016 **Web development**.
Creation of a website for an entrepeneur using WordPress: `yvesbilat.ch`

2015–2017 **Private Tutor**.
Mathematics tutoring for Students in 9th and 10th year

Languages

French	Fluent Level	*Native Language*
English	Buisness Level	*B2 Level*
German	Conversational Level	*B2 Level*

Skills

Languages	Python (Numpy, Pandas, Matplotlib, Scikit-learn, Keras), Java, C/C++, Scala, OpenGL, MySQL, LaTeX, Assembly, VHDL, PHP, HTML, CSS
Operating Systems	Linux (Ubuntu, Archlinux), Windows 10
Applications	Visual Studio Code, Eclipse, Intellij IDEA, Android Studio, Wordpress

Rte de la Chaniaz 37 – 1807 Blonay – Switzerland
+41 78 645 94 84 • *lois@bilat.xyz* • *www.bilat.xyz*
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Domains Data Analysis, Machine Learning, Natural Language Processing, Artificial Intelligence, Conception of Algorithms, Software Engineering, Database Systems, Operating Systems, Computer Architecture

Programming Projects

2018 **Detecting Bias in Amazon reviews**, *EPFL*, Python.
A Data Story about the potential bias that can be found in Amazon user reviews, and how to correct it. Various tools including Pandas, pyspark, and matplotlib were used.

2018 **The Quest for The Holy Grail**, *LiU*, C and OpenGL.
Creation of a 3D maze game with different objectives, world physics, lightning effects, drawing optimisation. user interface and sound effects.

2018 **Part-of-Speech Tagger and Dependency Parser**, *LiU*, Python.
Implementation of a Part-of-speech tagger using a multi-class perceptron classifier (with an accuracy of more than 93%) and a sentence dependency parser (with an accuracy of more than 76%).

2017 **Tankode**, *Hackathon*, Java.
Creation of an educative video game where the behavior of a Tank had to be programmed by the user. This game was programmed for Android during the *Junction Hackathon* in Helsinki.

2017 **3D game - Tangible user interaction**, *EPFL*, Java.
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*.

2016 **XBlast**, *EPFL*, Java.
Creation of a multiplayer video game based on the game *Bomberman*. It could be played by up to 4 player on different computers.

2014 **La Pipopipette**, *Travail de Maturité - Gymnase de Burier*, Objective-C.
Creation of a multiplayer video game for iOS based on the game *Dots and Boxes*. An artificial Intelligence was implemented.

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