



LUC BILLAUD

@ billaud.luc982@gmail.com
luc-billaud

+33652484999
Billuc
billuc.github.io

Villeurbanne, France

SKILLS

Java / JavaEE Python

HTML CSS

Javascript / React

C# + Unity SQL

XML / XSL

Windows Linux

Git / Git CI SVN

Adobe Suite

Microsoft Office Tomcat

HTTP

STRENGTHS

Autonomous Teamwork

Problem solving

Adaptibility Organized

LANGUAGES

French: Native

English: Fluent / C1

German: Intermediate / B2

EXPERIENCE

End of studies intern | LIRIS (IT laboratory)

2021

Villeurbanne, France

- Created a protocol to dynamically stream compressed 3D meshes to a VR headset
- Implemented, evaluated and compared strategies and metrics
- Tools used: C# / Unity, JS / Babylon.js, Matlab, Python, GLSL

Intern | HARDIS GROUP (IT service company)

2020

Lyon, France

- Gathering and analysing requirements, communicating with the stakeholders, following an Agile management
- Developing a tool for analysing an Excel management tool's data
- Tools used: Excel, VBA

Intern in the R&D service | Everwin SX (ERP software editor)

2019

Villeurbanne, France

- Integrated new functionalities into the existing application, upgraded code to a newer version
- Tools used: Java, HTML, ExtJS, CSS, Maven, Gradle, SVN

Treasurer and Developer | Associations INSA Esport & FIIG (video games)

2018 - 2021

INSA Lyon, France | |

- Organized tournaments with up to 40 participants on different games
- Managed the treasury and led the meetings with the executive boards
- Developed websites in less than 2 months for associations in my university (ReactJS, Python / Flask, Github CD)

EDUCATION

Master of Science in Computer Science and Engineering | INSA Lyon

Sep 2016 - Jul 2021

Villeurbanne, France

- Ranked 39th out of 770

ERASMUS academic exchange | Stockholm's University

Aug 2020 - Jan 2021

Stockholm, Sweden

PROJECTS

Tri Select'IF | |

2020

- As a team of 6, developed an app to help children learn how to sort waste
- Languages and tools used: Unity + C#, Gitlab + Issues Boards, Photoshop