BEAUJARD TRAIAN

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I am seeking a **six-month engineering internship**, from **August 2025 to February 2026**, in Software Engineerinal, Artificial Intelligence.

👤 Profile

I am a 3rd-year student in computer engineering school. I was a finalist and 'Best-of-Nation' medalist for the French team at the *WorldSkills International* 2024 competition in Autonomous Mobile Robotics.

🎓 Education

UTBM (University of Technology) - Belfort
EXPECTED GRADUATION DATE: 2027

Computer Engineering Degree
BELFORT, FRANCE

Lycée Turgot, Limoges
2022 - 2024

2-Year Technical Diploma (BTS) in Computer Science and Networks
LIMOGES, FRANCE

▸ Ranked #1 out of all BTS SNIR candidates in South-West France – 2024 national session.

💼 Experience

Autonomous Robotics Competitor – WorldSkills International
2022 – 2024

French Vice-Champion International Competitor in Autonomous Mobile Robotics

▸ Selected among top candidates to represent France in the WorldSkills 2024 International Competition. Medailled 'Best-of-Nation'.

▸ Designed and built a fully autonomous mobile robot to complete complex tasks: object detection, collection, sorting, and navigation in unknown environments in a strict 15-min limit. Collaborated via *Github*.

▸ Achieved real-time object recognition *(YOLO + OpenCV)* with almost 100% accuracy across 15+ object types.

▸ Programmed robot behavior and navigation in *ROS2 (C++, Python)*, deployment using *Docker* (−90% compile time).

▸ Linked the system to a *Unity/ROS2* simulation with physics and sensor emulation for debugging and behavior testing.

Game Developer at All·Inclusive
JUNE – JULY 2023

BTS Internship

▸ Developed a functional Battle Royale game prototype for Android *Unity, C#* in 5 weeks.

▸ Implemented core gameplay mechanics, designed the UI, and integrated AI opponents supporting simulated multiplayer sessions for up to 10 players. Managed project code on *Github*.

Game Developer - Voodoo Academy Contract
JULY – AUGUST 2022

Contract Game Developer

▸ Rapidly developed 5 Minimum Viable Product (MVP) prototypes for hypercasual mobile games *Unity, C#*.

▸ Worked closely with a Publisher Manager, iterating on game designs based on feedback to improve target KPIs (optimized CPIS less than 0.7$).

👥 Projects

President of the UTBM Robotics Club
JANUARY 2025 – PRESENT

▸ Leading team projects, administrative management, and project supervision.

▸ Mentoring members to build autonomous robots with *Computer Vision* and autonomous systems with *LLMs*.

Autonomous fishing boat simulation

▸ Simulated a fishing boat in *Unity*; used local *Python* server + *OpenCV* to detect objects (fish, horizon, obstacles, …). Experimented with multiple CV techniques to learn and benchmark detection reliability.

Autonomous social media android application using LLMs

▸ Built an AI-based social app using local hosted LLMs *(Python, Flask, C#)*. The bots can create content, maintain memory, and simulate conversations with user, sending pictures accordingly.

⚙ Skills

Technical Skills - C++, C#, Python, C, ROS1/2, QT, OpenCV, YOLO, TensorFlow, Unity, MetaXR, Git, Docker, PlantUML.

Soft Skills - Stress management, Communication, Teamwork, Autonomy, Organizational skills.

Languages - French (native), English (C1).