

# Nicolas MINÉ

[LinkedIn](#) | [GitHub](#) | [CodinGame](#)

## DATA SCIENTIST & PYTHON DEVELOPER

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Passionate Python programmer, specialized in Data Science. Holder of a Master's degree in Data Science and Google TensorFlow certified. Strong experience in API development and integration into existing systems, with skills in Docker deployment.

## TECHNICAL SKILLS

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<b>Languages</b>	: Python, JavaScript/TypeScript (Angular), HTML, CSS, Rust, Go
<b>Libraries</b>	: Numpy, Pandas, PySpark, Matplotlib, Seaborn, Sklearn, Scipy, FBprophet, Folium, Shapely, FastAPI, Pydantic, Prefect, Flask, Django, Asyncio, NLTK, Gensim, NetworkX, Tensorflow, geojson, OpenCV, PIL
<b>Databases</b>	: SQL Server, MongoDB, HBase, PostGreSQL, Oracle
<b>Dev Tools</b>	: Visual Studio Code, Git, Azure DevOps, Docker, PyCharm

## EXPERIENCE

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### Python Developer

Freelance @ Pictet Technologies

June 2023 – Today  
Esch-Belval, Luxembourg

- Development/Refactoring of multiple applications for various teams. These projects range from API (using **FastAPI** or **Django-Rest-Framework**) to batch data-processing (using **Prefect**). Deployment with the help of **Docker** with or without **Kubernetes**.
- Supported the establishment of python's guidelines about **API monitoring**, **ORM & database versionning** tools, **resilience patterns** guidelines and **deployment's pipeline**.
- Developed a micro **API** in **Go**.

### Data Analyst

Editus

June 2021 – June 2023  
Kayl, Luxembourg

- Analyzed **geospatial** data provided by POST Telecom on their Big Data platform using **python & pySpark**
- Developed data preparation techniques adhering to **software development** best practices
- Applied **data analytics** and **statistics** to refine several data preparation algorithms
- Developed **algorithms** on **Dataframes**, using **UDFs** or **RDDs**, and utilized **unsupervised Machine Learning** when applicable
- Successfully delivered **use cases** to both internal and external stakeholders

### Python / Web Developer

Husky Injection Molding Systems

January 2019 – May 2021  
Dudelange, Luxembourg

- Developed and implemented APIs using **Django-REST-Framework** for POC and production environments
- Designed and developed two **full-stack web applications** using **Django**, **Angular**, and **.NET**
- Created parsers to extract data from Excel files and store it in either **SQL Server** or **noSQL (MongoDB)**
- Automated geometrical extraction from 3D models using **Python** and **UniGraphics API**
- Utilized **version control repositories (git)**, **CI/CD Pipelines**, **Code Coverage tools** and **Linters**

### Industrial Designer

Husky Injection Molding Systems

October 2014 – December 2020  
Dudelange, Luxembourg

- Designed approximately 80 plastic injection molds per year using CAD
- Wrote the Bill of Materials, generated 2D drawings for manufacturing
- Participated in project coordination
- Developed and implemented five automated tools to streamline specific tasks

## EDUCATION

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### Master of Data Science

Centrale Supélec

Sept 2017 – March 2018

Online training equivalent to a RNCP level 7.

- This course involved completing eight projects on various topics, including data mining, recommendation systems, time series prediction, customer segmentation, topic modeling and image preprocessing
- Conducted a technology watch on Recurrent Neural Networks, specifically implementing and testing the "Quasi Recurrent Neural Network - QRNN" using Convolutional Neural Networks (arXiv)
- Participated in a Kaggle competition on medical image segmentation with cell detection.

### Mechanical Engineer

IFMA

Clermont-Ferrand, France

Sept 2010 – July 2013

School of Mechanical Engineering. Specialty Machines, Mechanisms and Systems

## PROJECTS

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### Competitive Programming

Python, C#

[Codingame](#)

Codingame is a website that features algorithm-based puzzles, including single-player games, bot fights, and optimization competitions.

- Overall ranking : top 350 worldwide (over 750k active players)
- Favorite Mode - Optimization (15nd / 60,000)
- Over 350 solved puzzles & 500 CoC

### CG Readme Stats

Python (Flask)

[Github](#)

Inspired by Github-Readme-Stats, I developed a banner to showcase CG's profile on any website.

- Use of python async methods, caching, fetching data
- Written using Domain Driven Design Architecture
- Include tests, branches, coverage, deployment ready

### DOSNES

Python (numpy/scipy)

[Github](#)

I independently implemented a specific algorithm from a publication for a project where it was not available in Python. This algorithm is similar to the t-SNE but on a sphere

- Use the same API as sklearn
- Implementation based on Matlab's code from the publication

## CERTIFICATIONS

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- [TensorFlow Developer Certificate](#)
- [Data Analyst with R](#)

## LANGUAGES

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**French** : Native

**English** : Professional