Data Scientist | Machine Learning Engineer

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SKILLS :

IA & Machine Learning	**Machine Learning**, **Computer Vision**, Fuzzy logic, Optimization (genetic algorithms, simulated annealing)
ML & Data Tools	**scikit-learn, TensorFlow, PyTorch**, Pandas, NumPy, Matplotlib, SQL
Languages	**Python**, Java, C
DevOps	**Docker, Git**

SKILLS:

- Autonomy
- Analytical rigor
- Teamwork
- Technical curiosity

LANGUAGE :

- **English :** fluent (professional use)

AREAS OF INTEREST:

- **Volunteer work:** DebConf, Maison du Libre, GG-LAN
- **Travels:** Canada, Brazil, Paraguay (long stays, language practice)

FORMATION :

Master's Degree in Computer Science, Intelligent, Interactive and Autonomous Systems(AI-oriented)
UBO / ENIB / IMT Atlantique
2020 - 2022

Computer Science Degree
UBO Brest - 2019 - 2020

DUT Computer Science
IUT of Laval - 2017- 2019 (*last semester at Cégep de Matane, Quebec*)

-- PROFESSIONAL CAREER --

Middleware & BSP Developer | Groupe SEB (2023–2025, full remote)

- Maintenance of legacy code and development of a scale calibration module and an error reporting system, validated on a real machine, including low-level operations (hardware flashing) and integration in collaboration with UI, QA, and project managers.

Computer Vision Intern | CEREMA (2020)

- Development of an automated solution for monitoring maritime lighthouses from public video streams, with generation of regulatory validation charts and simplified deployment.

Technical Organization | GG-LAN Association (2018–present)

- Management of infrastructure and technical logistics for e-sport tournaments (up to 200 participants): network, game servers, live supervision, player/streamer support, and financial monitoring.

-- PROJECTS AND ACHIEVEMENTS --

- **Firearm Detection (2021)**: Supervised classification (~90% accuracy) with scikit-learn and OpenCV, including image preprocessing and cross-validation.
- **TSP Optimization (2021)**: Genetic algorithm comparing several mutations, convergence/performance analysis, and visualization with Matplotlib.
- **Fuzzy Robotic Navigation (2021)**: Autonomous controller in Java based on membership sets and fuzzy rules, tested in Linux simulation.

- GG-Core (CS2, in progress): Distributed real-time platform for e-sport tournaments (Go, Redis, Next.js).
- **Nuit de l'informatique 2018**: Participation in a national hackathon, team project rewarded for its creativity and technical quality.