Data Scientist / Machine Learning Engineer

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SKILLS :

IA : Machine Learning (scikit-learn), Computer Vision (OpenCV), Fuzzy Logic, TensorFlow, PyTorch.

Data: Pandas, NumPy, SQL, Matplotlib, Feature engineering, Optimization (simulated annealing, genetic algorithms, immune system).

Languages : Python, Java, C (notions : Golang, Bash, PHP, JavaScript, XML).

Systems: Linux (daily use, scripting, deployment, security), SSH, Crontab.

DevOps & Network: Docker, Portainer, Nginx, Cloudflare, MergeFS, network orchestration.

Frameworks & Tools : MicroEJ, PVM, ncurses, Laravel, CodeIgniter, Bootstrap.

Collaboration & Methodologies : Git (GitHub, GitLab), Jira, Confluence, UML, Agile, technical documentation.

SKILLS:

- **Autonomy**
- **Technical curiosity**
- **Analytical rigor**
- **Communication**
- **Composure**

LANGUAGE :

- **French :** native
- **English :** Fluent, professional proficiency

PROFESSIONAL CAREER

2023 – 2025 | Middleware & BSP Developer – Groupe SEB (via Witekio) – Full remote

- Maintenance and evolution of **legacy code** (**Java 7, C**) for products with **touch screen**.
- **Full development** of **weighing scale calibration module** (BSP → Middleware → UI) based on specifications.
- Setting up an **automated error reporting system**, collecting and analyzing **crash statistics and error codes**, allowing project teams to **identify recurring problems** and **improve product stability**.
- Development carried out in a **constrained environment** (code legacy, **minimal documentation, strict deadlines**) with **close collaboration** with the UI, tester and project manager teams, as well as **writing clear and usable technical documentation**.
- Realization of **real machine tests** to validate the functionalities in real conditions.

INTERESTS:

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

EDUCATION:

Master's Degree in Computer Science, Intelligent, Interactive and Autonomous Systems(AI and robotics orientation)
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*)

2020 | Computer Vision Internship – CEREMA (Brest)

- Validation of the hypothesis of use of **public video streams (YouTube)**for automated tracking of **maritime lighthouses**.
- Development of a tool in**Python / OpenCV** to analyze the **average brightness** and detect the on/off cycles according to the **business rules**.
- Generation of **graphics on/off** allowing you to check at a glance whether the lighthouse is respecting its regulatory rate.
- **Dockerization** of the solution to facilitate its **deployment** by the technical teams.

Since 2018 | Technical organization – GG-LAN Association (Brest)

- Implementation and administration of the **technical infrastructure** for **e-sport tournaments** (up to **200 participants**): network cabling, **game servers**, supervision of **live incidents** and technical support to **players** as to **streamers**.
- **Treasury**: monitoring of costs, revenues and **turnover** events.

ACADEMICS PROJECTS

Firearm detection in images

- Using a Kaggle dataset, image preprocessing (**black & white, resolution reduction, training/test separation**).
- Supervised training with **scikit-learn** (pipeline **StandardScaler + SGDClassifier**) and performance evaluation → approximately **90% success rate**.

Additional projects

- Robotic navigation by **fuzzy logic**: design of a controller based on membership sets and rules to achieve a goal while avoiding obstacles.
- Traveling Salesman Problem optimization using immune-inspired heuristic: implementation of a **bio-inspired genetic algorithm** to approach the optimal solution to the traveling salesman problem.

PERSONAL PROJECTS

- **Multimedia self-hosting**: deployment of a platform via **Docker** (Jellyfin, Organizr), reverse proxy **Nginx**, orchestration **Portainer**, optimized storage (**MergeFS**) and access management via **Cloudflare**; solution used by several users.
- **eBot++ (CS2, in progress)**: development of a platform **distributed real-time** for competitive matches, with **Go, NestJS, PostgreSQL, Redis** And **Next.js** ; Orchestration of **match phases** and **real-time projections** (scoreboard, **team economy**, heatmaps).