Fabien Guihard

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EDUCATION

University of Rennes — Rennes, France
Bachelor of Science - Computer Science — *September 2020 - June 2023*
Relevant Coursework: *Linear Algebra, Discrete Mathematics, Data Structures and Algorithms, Digital Electronics, Databases, Networking*

Beaumont High School — Redon, France
French Baccalaureate - Scientific Track; 15.5/20 — *September 2017 - June 2020*
Relevant Coursework: *Mathematics, Physics, Chemistry, Biology*

SKILLS SUMMARY

- **Technical Skills**: Scala, Java, Python, C, React, HTML, CSS, SQL, mySQL, Eclipse, Linux, UML, Git

EXPERIENCE

Incoming Security Engineering Intern — Helsinki, Finland
Comparables.ai — *May 2023 - June 2023*
- Supported by some Senior Security Engineers, I am going to develop technical skills around several Cybersecurity Pillars like Cloud Security and DevSecOps.
- I am going to implement a proof of concept (PoC) to show security weaknesses within the company software.
- I am going to assess risks and make recommendations for addressing them.
- The project I will be carrying out has to make it to production at the end of the internship.

Crowd Control Attendant — Normandy American Cemetery, Omaha Beach
American Battle Monuments Commission - agency of the US government — *July 2022 - August 2022*
- Welcoming American families and visitors coming from all around the world.
- Following-up of visitors' requests for information.
- Responsible for the visitor flow management through parking attendance.

International Mentor — Rennes, France
University of Rennes — *October 2021 - June 2022*
- Helping international students settle into university life and French everyday life.
- Facilitating their academic and social integration.

PROJECTS

- **The Binding of Isaac - Game Project - Java**:
  - Roguelike game development in collaboration with a teammate. (December '21)

- **Kazama Chatbot - Software Project - Scala**:
  - Collaborated with 10 teammates to develop a chatbot that recommends places in Rennes based on the user requests. (April '22)
  - Iteratively designed 3 prototypes to improve UI/UX with the Scala Swing library.
  - Added multi-language support and a Text-to-Speech assistive technology.

- **Minesweeper - Algorithm Project - Java**:
  - Built a command-line implementation of Minesweeper in collaboration with a teammate. (December '20)

- **Clustering - Bioinformatics Project - Scala**:
  - Implemented algorithms that compare a gene and its associated proteins across multiple species. (May '22)

- **Web Scraper - Software Project - Scala**:
  - Created an app that extracts content from a website and lists all the corresponding data related to the user query within an HTML page. (February '22)

- **Naive reads assembler - Bioinformatics Project - Scala**:
  - Implemented algorithms that focused on providing a naive assembler and studied how it scales up as the number of reads increases. (April '22)

LANGUAGES

- **English**: Bilingual proficiency
- **French**: Bilingual proficiency
- **Spanish**: Limited working proficiency