

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:** Scala, Java, Python, C, React, SQL, Assembly, Linux distros, Penetration Testing, Security Tools, Git
- Languages:** English and French (Bilingual proficiency), Spanish (Limited working proficiency)

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 - U.S. government* *July 2022 - August 2022*
 - Provided a high level of customer service to American families and international visitors, ensuring their positive experience during their deference.
 - Responded to visitor inquiries and followed up on information requests in a timely and effective manner.
 - Oversaw visitor flow management to ensure smooth traffic.
- International Mentor** Rennes, France
 - University of Rennes* *October 2021 - June 2022*
 - Helped international students settle into university life and French everyday life.
 - Facilitated 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)