

EDUCATION

ÉCOLE POLYTECHNIQUE DE MONTRÉAL

Professional Master's in Software Engineering (M. Eng),

September 2025 – Present
(Montreal, Canada)

ÉCOLE POLYTECHNIQUE DE MONTRÉAL

Bachelor's in Software Engineering (B. Eng), GPA: 3.58/4.00

September 2021 – May 2025
(Montreal, Canada)

CÉGEP DE GRANBY

Computer Science Technology (Techniques)

September 2018 – May 2021
(Granby, Canada)

PUBLICATIONS

[Muvih: Multi-view hand gesture dataset and recognition pipeline for human-robot Interaction](#)

2024

Corentin Hubert, Nathan Odic, Marie Noel, [Sidney Gharib](#), S.H.H. Zargarbashi, and Lama Séoud
Robotics and Computer-Integrated Manufacturing

WORK EXPERIENCE

Walphyre, *Software Developer (Self-Employed)*

August 2025 – Present

- Designed PharmaGPT, software designed to assist pharmacy technicians
- Implemented Retrieval-Augmented Generation (RAG) on specialized medical domain documents

Teledyne DALSA, *Software Developer Intern*

May 2025 – August 2025

- Designed deep learning models for computer vision applications
- Improved the accuracy and efficiency of optical character recognition (OCR) algorithms

POLYTECHNIQUE MONTRÉAL LITIV LAB, *Research Intern*

September 2024 – May 2025

- Assessed LLM generalization abilities using new image datasets.

POLYTECHNIQUE MONTRÉAL VISIONIC LAB, *Research Intern*

April 2024 – August 2024

- Developed of a 3D reconstruction system using a stereo camera system and Intel RealSense
- Programmed an algorithm for finger index direction detection using Mediapipe and OpenCV

COVEO, *Software Quality Assurance Intern*

May 2023 – August 2023

- Developed over 20 End-to-End tests in TypeScript to increase test coverage by 40%
- Tested manually programs to find edge cases
- Designed a dashboard to display statistical analysis of automated tests

NB Automation, Database Developer Intern

January 2021 – August 2021

- Managed central SQL database to reduced query requests by 15%
- Created patient identification system, reducing daily calls by 20%

CLUBS/PROJECTS

POLYAI, Member & Computer Vision with AI

April 2022 – November 2024

- [Programmed an IA](#) to sort metal can, paperboard and plastic
- Reading AI technics from [Aurélien-Géron-Hands-On-Machine-Learning](#)
- Hackathon: PolyHx Hackertown 2022, CodeML (Machine Learning) 2022 & 2024

OTHER PROJECTS

- Participated in MILA Hackathon on AI against modern day slavery in September 2025
- Developed a writing assistant Google extension for Gmail
- Programmed classification and detection vision models for the Palais des congrès de Montréal
- Built a website for a biodegradable urns seller using React and Next.js
- Built a [demographic dashboard](#) analyzing Quebec's population over two decades
- Participated in a [Datathon](#) to get sentiments toward stocks using Amazon Sentiment
- Participated in a student exchange program at Seoul National University in Fall 2023

SKILLS

- **Hard skills:** Python, C#, Java, SQL, Git, HTML/CSS, TypeScript, JavaScript, R, Julia, Assembly, Bash
- **Data science skills:** PyTorch, Scikit-Learn, Matplotlib, Seahorse, PowerBI
- **Soft skills:** Leadership, Collaboration, Methodical, Convivial, Quality-Oriented
- **Interesting Courses:** Reinforcement Learning, Machine Learning, Computer Vision, Data Mining
- **Interests:** History, Geography, Politics, Basketball, Soccer, Hiking, Cycling

Awards

- Research Participation and Initiation Unit - Polytechnique Montréal - value of \$1,500 September 2024
- NSERC - Undergraduate Student Research Awards – value of \$6,000 Summer 2024
- FRQNT - NSERC - Undergraduate Scholarship Supplements - value of \$1,500 Summer 2024