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Guillaume Letellier

1st year student of MSc in Computer Science

Portfolio : <https://guillaumeletellier-portfolio.netlify.app/>

Skills

Programming languages	Proficient: Python (native and Cython), C , Java , PHP , LaTeX , Javascript , HTML/CSS , SQL Familiar: NodeJS, Haskell, Sass/Scss , Typescript, Dart (Flutter)
Databases	MySQL/MariaDB , SQLite, PostgreSQL , Firebase, MongoDB
Frameworks	Django , ReactJS , JQuery, VueJS with Ionic
Scientific libraries	Numpy , Cupy, Scipy, Pandas , Matplotlib , Seaborn, Sympy, Astropy
AI librairies	Scikit-Learn , TensorFlow
Versioning manager	Git , SVN
Operating systems	Windows , Linux
Development software	Atom, Visual Studio Code , Android Studio

Experience

- April 2021 – **Data Scientist – Internship**, ORANGE LABS, Caen, France.
June 2021 Development of a demonstrator in Python as part of research work on the simulation of financial transactions

Education background and diplomas

- Sep 2021 – **University of Caen, Normandy**, *MSc in Computer science*.
Today
Sep 2018 – **University of Caen, Normandy**, *BSc in Computer science (Decision Support and Artificial Intelligence option)*, with highest honour.
June 2021
July 2018 **Salvador Allende High School, Hérouville-St-Clair**, *Scientific High School Degree*, with honors.

Languages

French	Native language
English	Working knowledge
German	Fundamentals

Areas of interest

- Computer science Artificial intelligence, algorithmic, quantum computing

Physics Astrophysics/cosmology, quantum physics, general relativity
History Ancient Egypt and Greece, modern age, contemporary age

Projects

University projects

Wargame optimizer **Users can play a strategy game in front of a computer and can, among other things, ask an algorithm to generate an army for them that will allow them to win.**

Programming languages used : Python (PyGame)

Project link : <https://github.com/Guigui14460/optimisateur-de-wargame>

N-body simulator **Users can simulate N gravitationally interacting objects using Newton's laws of motion.**

Programming languages used : Java (JavaFX 11)

Project link : <https://github.com/Guigui14460/simulateur-n-corps>

Pandemic site **Site allowing to put into practice our knowledge in PHP.**

Programming languages used : PHP, SQL

Project link : <https://github.com/Guigui14460/pandemics-site>

House generator **Users can generate houses according to constraints, houses already built and plan its construction.**

Programming languages used : Java

Project link : <https://github.com/Guigui14460/intelligence-artificielle>

Hello Caen application **Users can move around Caen and receive notifications of good deals on registered merchants near the user).**

Programming languages used : Dart (Flutter)

Project link : Privé

Personal Projects

ProgLangLearn **Site offering trainings.**

(not published) *Programming languages used : Python (Django), HTML/SCSS, JavaScript (JQuery)*

Projects generator **Open-source project allowing to generate the base of any project following the conventions of the chosen language.**

Programming languages used : Python

Project link : <https://github.com/Guigui14460/project-automation>

Password manager (not published) **Application to securely store passwords and other information.**

Programming languages used : Java (JavaFX)

Artificial neural network **Implementation of an artificial neural network using the book "Neural Network From Scratch".**

Programming languages used : Python

Project link : <https://github.com/Guigui14460/neural-network-from-scratch>