Guillaume Letellier

1st year student of MSc in Computer Science

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

Education background and diplomas

Sep 2021 – Today	**University of Caen, Normandy**, *MSc in Computer science (Machine Learning)*.
Sep 2018 – June 2021	**University of Caen, Normandy**, *BSc in Computer science (Decision Support and Artificial Intelligence option)*, with highest honour.
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 (not published)	**Site offering trainings**. *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`