

Guillaume Letellier

Computer science student

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🌐 Guigui14460

🐦 GuiguiLet

📄 guillaume-letellier

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

Skills

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

Education background and diplomas

- Sep 2020 – Today **University of Caen, Normandy**, *3rd year in computer science degree (Decision Support and Artificial Intelligence option)*, Department of Mathematics and Computer Science.
- Sep 2019 – May 2020 **University of Caen, Normandy**, *2nd year in computer science degree*, Department of Mathematics and Computer Science, with honors.
(4th out of 237)
- Sep 2018 – May 2019 **University of Caen, Normandy**, *1st year in computer science degree*, Department of Mathematics and Computer Science, with honors.
(7th out of 267)
- July 2018 **Salvador Allende High School, Herouville-St-Clair**, *Scientific High School Degree*, with honors.

Languages

French	Native language
English	B1-B2
German	A2

Areas of interest

Computer science	Artificial intelligence, algorithmic, quantum computing, cryptography
Physics	Astrophysics/cosmology, quantum physics, general relativity
History	All historical periods

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 in the vast majority of cases.**
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 (CSP), houses already built (extractions) and plan its construction (planning).**
Programming languages used : Java
Project link : <https://github.com/Guigui14460/intelligence-artificielle>
- Hello Caen application (under development) **Users can move around Caen and receive notifications of good deals on registered merchants near the user).**
Programming languages used : Dart avec le framework Flutter
Project link : Privé

Personal Projects

- ProgLangLearn (not published) **Site offering training on computer science and the world of development. The trainings make it possible to learn a programming language or a framework by working on various projects of different scales.**
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. Allows to generate a project in one command line.**
Programming languages used : Python
Project link : <https://github.com/Guigui14460/project-automation>
- Password manager (under development) **Application to securely store passwords mainly, but also other information.**
Programming languages used : Java (JavaFX)
- Artificial neural network **Implementation of an artificial neural network using the book nns.io.**
Programming languages used : Python
Project link : <https://github.com/Guigui14460/neural-network-from-scratch>