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# Guillaume Letellier

Computer science student

## Skills

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

## Education background and diplomas

- Sep 2020 – **University of Caen, Normandy**, *3rd year in computer science degree (Decision Support and Artificial Intelligence option)*, Department of Mathematics and Computer Science.  
Today
- Sep 2019 – **University of Caen, Normandy**, *2nd year in computer science degree*, Department of Mathematics and Computer Science, with honors.  
May 2020 (4<sup>th</sup> out of 237)
- Sep 2018 – **University of Caen, Normandy**, *1st year in computer science degree*, Department of Mathematics and Computer Science, with honors.  
May 2019 (7<sup>th</sup> 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](https://nns.io).**  
*Programming languages used : Python*  
*Project link : <https://github.com/Guigui14460/neural-network-from-scratch>*