

Guillaume Letellier

Computer science student

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🌐 Guigui14460

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📄 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)
Algorithms	BFS, DFS, Dijkstra, A*, MinMax, Alphabeta, genetic algorithm, K-Means, regression, neural networks algorithms
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
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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 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 Users can move around Caen and receive notifications of good deals on registered merchants near the user).

(under *Programming languages used : Dart avec le framework Flutter*

development) *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 Application to securely store passwords mainly, but also other information.

Programming languages used : Java (JavaFX)

(under development)

Artificial neural network Implementation of an artificial neural network using the book nnsf.io.

Programming languages used : Python

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