

# Laurine LAFONTAINE

FRENCH SOFTWARE ENGINEER  
SPECIALIZED IN COMPUTER VISION

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📄 <https://laflaurine.github.io/portfolio>

🐙 <https://github.com/LafLaurine>

## EDUCATION

### IMAC Engineering school + Master's Degree in computer science

ESIPE - Université Gustave Eiffel

2018 - 2021

*Education that combines art and science. I followed software and graphics programming courses in C++ as well as mathematics classes.*

### University Degree in Multimedia

IUT Bobigny + UQAC

2016 - 2018

*Polyvalent multimedia education (Java, web programming, graphic and audiovisual design).  
Third semester spent abroad in Québec.*

## MY "EXTRAS"

### Graphic Programming

*With OpenGL and C++ I developed several games as a student. To debug my code, I was able to use RenderDoc. At Arcane Technologies, I have worked on shader conversion from the Unity legacy renderer to the high definition render pipeline.*

### Game Jams

*Whenever I have the opportunity, I take part in a 48 hours event where the goal is to create a game in team of four to five persons.*

## LANGUAGES

**French** - Native

**English** - Full professional proficiency

**German** - Intermediate

## EXPERIENCE

### Software Developer / Arcane Technologies (Québec, Canada)

August 2023 - June 2024

*I used C#, Unity and UWP to maintain the ArchViz application on the VORTEK Spaces team. I was also involved in project management for the UI part of the application.*

- Ported the UI from UWP to Unity UI framework, while maintaining the application stability
- Supervised the UI Upgrade Team in collaboration with the project manager: task management, peer review and progress reports
- Created tooltips and UI components that follows 3D objects without overlapping the UI
- Built unit tests via Unity Test Framework

### Artificial Intelligence Engineer / Harfanglab (Paris, France)

November 2021 - April 2023

*I was part of the R&D team in charge to develop machine and deep learning models to counter cyberattacks from their software suite.*

- Created a model that can detect bruteforce and other intrusion to Active Directory systems
- Automated the model training step on build machines via Kubernetes and Argo
- Wrote several articles to vulgarize the work of the AI team to the public

### Research Internship in Deep Learning / ICube (Illkirch-Graffenstaden, France)

March 2021 - Sept. 2021

*I helped the research team on their work dedicated to frequent pattern extraction from spatio-temporal graphs via deep learning techniques.*

- Implemented papers such as the Neural Subgraph Matching in Python via Tensorflow
- Collaborative writing of a paper which was published at EGC 2022