ANTOINE BINNER

PROCESSOR ARCHITECTURE INTERN

PROFILE SUMMARY

Curious and eager to learn, I am ranked first in my second year in Electrical Engineering & Industrial Computing. I am seeking a 10 week internship in the electronic engineering industry, specifically in the processor architecture field. My career goal is to become an R&D engineer after obtaining my Master's degree in electronic engineering.

WORK EXPERIENCE

Serma Safety & Security - Internship

JAN 2024 - JAN 2025

Cybersecurity Hardware Evaluator

- Assignments:
 - Hardware evaluation on products secured by injection method (Laser, EM, BBI, Glitch)
 - R&D Development of a HCI with PyQt of a bench test to map the EMMI of a chip
- Acquired : Signal analysis, microcontroller architecture, semiconductor physics, Python, team working, self-sufficiency

CONTACT

- +33 7 69 54 05 69
- Bordeaux, France

EDUCATION

2023 - PRESENT IUT BORDEAUX

 Bachelor of Electrical Engineering & Industrial Computing

INTERESTS

- Basketball club (16 years)
- Software development
- Esports
- · PC building

LANGUAGES

- French: Native
- English: Fluent (B2 Level)

PORTFOLIO

https://m4gico.github.io/portfolio/



CURRICULAR ELECTRONICS PROJECTS

Tracker robot

SEP 2024 - JAN 2025

Design acquisition and programming part

- In charge of designing, verifying the sensors and programming the tracker robot algorithm
- Learnt more about working with a larger team (8), designing optical sensors and programming a microcontroller.

Kart with remote control

JAN 2024 - JUN 2024

Design acquisition and action part

- In charge of designing and verified sensors and motors of the kart
- Learnt more about document writing (design, verification and manufacturing) and designing optical sensors

PERSONAL PROJECTS

VIDEO GAME DEVELOPMENT

2024 - ONGOING

- Oriented object programming in C# on Unity game engine
- Development of a video game since January 2025 and participated in 2 game jams (created a video game in 48 hours).

OTHER PROJECTS

PyQt application, website development, design of a game controller, electronics content creation

Discover them in my Portfolio

SKILLS

- Curious
- · Self-contained
- Disciplined
- Attentive to detail
- Analog electronics
- Proteus
- Programming languages:
 - C# : Udemy training
 - Python: IT Certification by Google
 - C: University courses