

Martin VILLETTE

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EDUCATION

Ecole Centrale de Lyon

Lyon, France

Master of Science in General Engineering, 1st year

Expected Graduation, Sep 2026

- **Concentrations:** Computer Science
- **Related Coursework:** Computer Science, Mathematics, Electronics, Signal Processing, Quantum physics, Mechanical Engineering, Fluid Mechanics, Solid Mechanics, Materials Engineering, Energy Engineering

Keio University

Tokyo, Japan

Exchange program (Master), 1st year

Apr 2025 – Aug 2025

- **Concentrations:** Computer Science
- **Related Coursework:** Software Engineering, Computer Vision, Environmental Technoscience and Policy, Mixed Reality, Human-Agent Interaction, Topics in Computer Operating Systems

Lycée Bellevue

Toulouse, France

Intensive Preparatory Program in Mathematics and Physics (CPGE)

2021 – 2023

- **Concentrations:** Mathematics and Physics
- **Related Coursework:** Mathematics, Physics, Computer Science, Engineering Sciences

EXPERIENCE

SFAAT

Colomiers, France

Introductory Engineering Internship

Jul 2024

- Assisted a team of workers in daily tasks, contributing to overall project efficiency.
- Designed and assembled a hydraulic table for cooling batteries, focusing on connecting all pipes and developing the user control interface.

PROJECTS

Park à Paris - Cross-Platform Application

Professional Project

Oct 2025 - Present

- Development of a cross-platform mobile application (iOS & Android) using React Native and Django as well as a website, enabling users to book short-term private parking spaces in Paris. (www.parkaparis.com)

Android Application

Ecole Centrale de Lyon, France

Team Member (group of 6)

Oct 2023 – Jun 2024

- Used Java and Android Studio, along with Firebase, to develop a note-taking application for students that allows real-time tracking of student activity by teachers, ensuring timely intervention in case of note-taking issues.

Android Application

Home

Side project

Summer 2023

- Used Kotlin and Android Studio, along with Firebase, to develop an Android application that facilitates event planning by allowing users to easily track contributions and create shared shopping lists for gatherings.

Python Applications

Lycée Bellevue, France

Team Member (group of 3)

2022-2023

- Used Python, online meteorological and geographical data, and cellular automata to develop a model for simulating the spread of wildfires with 72% accuracy.
- Used Python, Blender, and online data to accurately model a city, employing Open3D to navigate a drone from point A to point B while avoiding buildings and high-risk areas, optimizing for the shortest path for urban delivery drones.

Web Application

Home

Side project

Summer 2022

- Used HTML, CSS, JavaScript, Django, and SQLite to create a website that allows users to create and share English lesson revisions with friends or groups, designed to aid personal study for exams.

SKILLS

Programming: Python, JavaScript, C++, React Native, Kotlin, HTML/CSS, SQL, MATLAB

Tools: VS Code, Android Studio, Git

Languages: French (Native), English (Fluent), German (Beginner), Japanese (Basic)