# **Rémi CLERC**

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# **Education**

| EPFL, Ecole Polytechnique Fédérale de Lausanne, Lausanne   | Sout 2040 (Feb 2024)     |
|--|--------------------------|
| MSc in Electrical Engineering, specialization in Internet of Things  | Sept. 2018 - (Feb. 2021) |
| BSc in Electrical Engineering  | Sept. 2015 - June 2018   |
| Gymnase du Bugnon, Lausanne Swiss Matura Diploma, Physics and Applied Mathematics                          | Sept. 2012 - June 2015   |
| Swiss Matura Diploma, Physics and Applied Mathematics  | Sept. 2012 - Julie 2013  |
| Professional Experience  |                          |
| Embedded Computer Vision Internship at Idiap Research Institute  | Sept.2020 – (Feb. 2021)  |
| Developing an embedded solution for computer vision in a   |                          |
| microscope system - <u>idiap.ch/compimaging</u>  |                          |
| Embedded Software development Internship at Sigfox SA, France  | Feb. 2020 - Sept. 2020   |
| Developing an end-to-end solution to gather data and pictures of   |                          |
| birds in a Sigfox connected bird nest - <u>thehackinghouse.com</u>   |                          |
| Research Assistant at Embedded Systems Laboratory, EPFL  | Sept. 2019 - June 2019   |
| Hardware compatibility and embedded Software in an embedded  |                          |
| camera board - <u>esl.epfl.ch</u>  |                          |
| R&D Internship at REACT Group, EPFL  | July 2018 - August 2018  |
| Electronics, programming and testing for a luggage trolley with  |                          |
| assistive motorization - <u>react.epfl.ch</u>  |                          |
| Academic Projects  |                          |
| Image segmentation with Machine Learning   | Sept. 2019 - Dec. 2019   |
| <u>Road Segmentation</u> - Comparing the performances of two ML  | ·                        |
| models for road segmentation   |                          |
| Development of an app for tablet and smartwatch  | Sept. 2018 - Jan. 2019   |
| <u>Lockbreaker</u> - a two-player asymmetric cooperative puzzle game                                       |                          |
| Development of an app for Nintendo DS gaming console  Dance It Out - a multiplayer competitive rhythm game | Sept. 2017 - Jan.2018    |
| was to start at the  |                          |

## **Technical skills**

## **Programming**

C, C++, Android SDK, Python, Matlab, Javascript (familiarity)

# **Electronic systems**

Android devices, µcontrollers (STM32), Arduino boards, FPGAs

#### Software

Android Studio, EWARM, MDKARM, Arduino IDE, Git, Linux

### **Machine Learning**

PyTorch, Jetson Nano, Image segmentation, Image classification

# **Distinctions**

| Texas Instruments Student Prize, for the Dance It Out game on Nintendo DS     |      |
|---|------|
| Gymnase du Bugnon Prize for English Skills                                    | 2015 |
| MJ. Visinand Creativity Prize, for a musical composition at Gymnase du Bugnon | 2014 |

### **Languages** Interests

| French native language                | Music                    | Theater/Improvisation         |
|---------------------------------------|--------------------------|-------------------------------|
| English full professional proficiency | <b>Hobby Electronics</b> | Programming                   |
| German Upper intermediate level       | Teaching                 | <b>Associative Activities</b> |