



Niels Ouvrard

Internship search in
Embedded Development

Objective

4th-year Computer Science student. I am looking for a 6-month part-time internship in embedded development starting from **September 15, 2025**.

Professional experiences

Indienov - **Embedded Development** and Python (February – May 2024)

Developed a test harness and a driver in C for a "Texas Instruments LP5521" LED based on the manufacturer's documentation. Also created various production tools in Python, such as developing a class for connecting to AWS servers using canonical requests, for a unit testing software in MQTT.

Epitech Trainer (2023 – 2024, 10 months)

Trained first and second-year students in C and C++. Delivered lessons on C libraries, project presentations, and evaluations for two groups of 60 students each.

FrenchFounders – **Frontend development** (June – December 2022)

Created multiple web pages using Vue.js, integrated with the company's backend, and migrated several pages from Vue 2 to Vue 3.

Formation



MASTER IN COMPUTER SCIENCE | EPITECH MARSEILLE

2021 – 2026

GPA 3.8 / 4.

Valedictorian in the second year.

Grade Point Average (GPA): An index of the overall quality of a student's work, ranging from 0 (unacceptable) to 4 (excellent)

UNIVERSIDAD PANAMERICANA | GUADALAJARA, MEXICO

JUNE 2024 – JULY 2025

Specialization in video game development (Godot 4 and AI), microcontrollers. and low-level API GPU (Apple Metal 3).

Tasks performed



Constellation software – Full stack (Python 3 with fastAPI & typescript)

Final year project with 5 other students, developing an online data visualization application related to the creation of universes.

Interests



Sports:

I have been practicing rock climbing in a club since 2017.

Cinema:

A cinema enthusiast, I have been greatly influenced by the films of Hitchcock, Tarantino, and Kubrick.

Phone.
+337 82 02 19 52

Email:
ouvrardniels@gmail.com

[LinkedIn](#)

[GitHub](#)

Skills

Software development
Algorithms
Data structure
Git
...

Languages

C, C++, Python
Vue3, PHP, Typescript
Godot4

Languages

French: Native
Spanish: Very good
English: Good