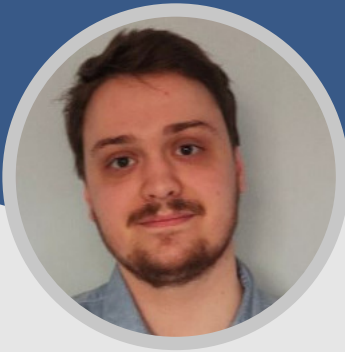


Yann Paillard



Personal details

- Yann Paillard
- yann.paillard@laposte.net
- +33(0)6 65 06 72 35
- Driving licence
- linkedin.com/in/yann-paillard
- 21 years old

Languages

- French C2 (Mother tongue)
- English B1 (score TOEIC 700)

Skills

- C/C++/C#
- Java
- Arduino
- Python
- Scilab/Matlab
- Grafcet
- VHDL
- Practical tools of electronic realization : Proteus, MPLAB X
- Mastery of management tools : Git, Maven, Sonar, Jenkins, GitlabCI, Microsoft Office
- Self-training Unity

Profile

I am a student in my second year of engineering studies, specializing in information technology. I am looking for an internship in software development. This internship could take place from June 1st to September 30th 2023.

Education

First and second year of a Master's degree in engineering Sep 2021 - Present

ESIR (Graduate School of Engineering), Rennes 1 University, France

Specialising in Information Technology

Courses : C, C++ (OOP), Python and Java (OOP) programming; Operating systems; AGILE method; Networks.

Two-year technical degree in Electrical Engineering and Industrial Computing Sep 2019 - Sep 2021

University of Rennes 1, Rennes, France

Courses : Electronics, Embedded System Development and Industrial Production. Preparatory course for engineering training.

Technological high school diplomas in Industry and Sustainable Development Sep 2017 - Jul 2019

Bréquigny High School, Rennes, France
IT option

Internships

Assistant Quality Engineer Jun 2022 - Sep 2022

Keolis Rennes, Rennes, France

Objective of the internship: Digitalization and automation of the quality control process of Parc Relais.

Methods and means : - Analysis and creation of automated process.

- Digitalization of forms on Kizeo Form.a
- Development of an analysis tool on Excel.

Relational: Simulation of a direct contact with the customer.

Result: Automated production from data entry to analysis.

Wiotys Production Automation Assistant Apr 2021 - Aug 2021

Wi6labs, Cesson-Sévigné, France

Objective of the training course: Setting up of a new production.

Methods and means : - Python production program.

- Creation of production processes.
- Agile methodology.
- Implementation of unit test.

Relational: Communicate with an external audit firm.

Result : An evolutionary production tool used by the company.

Personal Projects

Games : Creation of games (from scratch) with programming languages (C, C++, C#, Java, Python, Unity) I have been self-trained in.

Algorithm : Games of life, efficient sorting algorithm, test of existing algorithms.

AI: Some notions to modify existing AI in deep learning.

Battle Dev: Participation since 2019 - score of 2021: 500/3000 participants.

Coding Battle : Participation since 2019 - score of 2022 : 195/1070 participants.

Codingame : Regular participation in contests.