Quentin Brejoin

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EDUCATION

EPITECH, European Institute of Technologie – *Paris, France*   Expected graduation: june 2026
Master of Science in Computer Science

GPA: 3.27
Relevant courses: Application Development - A | OOP - A | Advanced C++ - A | Artificial Intelligence - B | DevOps - A
Study Abroad: San Francisco State University (Computer Science Classes + Entrepreneurship) | Graduate GPA: 3.77

TECHNICAL SKILLS SUMMARY

Programming Languages: C/C++, JavaScript/TypeScript, Python
Library and Framework: Django, Flask, Node.js, Nest.js, Next.js, React/React Native, PyTorch, Terraform, Spring Boot
Software: Github, Gitlab, JIRA, Postman, Docker, K8S
AI Tools: langchain, Ollama, PyTorch, YOLO, Jupyter notebook, Colab, Kaggle
Databases: MySQL, Supabase, MongoDB, Firebase

WORK EXPERIENCE

Lumiplan – *Saint-Herblain, France*   February 2024 – June 2024
Backend Developer - Intern
- Developed an internal application to centralize interface contracts used across microservices, enhancing team efficiency by reducing integration issues by 20%. Collaborated with cross-functional teams to understand needs and ensure solutions addressed pain points.. Utilized full-stack programming (Java, Python, TypeScript) to manage both synchronous and asynchronous services

HiPay – *Nantes, France*   July 2022 – December 2022
Backend Developer - Intern
- Imagined and created an internal application to manage data exports between departments in a more optimized way, reducing transfer times by 30%. Operated web-oriented programming with Node.js, Express, and TypeScript, along with cloud technologies GCP and Terraform

PROJECTS

Apple Vision SF – *San Francisco, CA*
- Created an application for Apple Vision to enhance user experience. The app enables people to discover San Francisco with Vision Pro through a streetview-style 3D map and immersive videos of important places

PawCare – *Remote*
- Deployed an AI-driven application implementing YOLO for real-time object detection and PyTorch for training models to analyze pet behavior from images and videos. Designed a system to recognize actions such as eating, playing, and sleeping, while detecting emotions such as stress or relaxation

SUGAR (Stanford University's Global Alliance Program for Redesign) – *San Francisco, CA*
- Solving a real-world problem presented by a network of French multinational corporations to address the adaptation of AI solutions within their supply chain

SKILLS & INTERESTS

Languages: French / English
Volunteering: Web2day (2022/2023) | DevFest (2021/2023 | Stretcher-bearer in Lourdes 2019
Vice President of the student organization: Engaged actively in school life, organized events, spoke in front of audiences to present the office and future activities, and initiated projects to boost campus life and engagement, …