# **Al and Mechatronics Engineering Student**

## Rayane GETA — Seeking a 6 month-intership (Final year project)

in rayane-geta

rayane-maker.github.io

#### **Education**

**ENSTA (National Institute of Advanced Technologies)**, Master of Science

• Relevant Coursework: Computer Vision, Radar and Remote Sensing, Software Engineering, Machine Learning, Linear and Nonlinear Optimization

Brest, France September 2023 - Present

ENSIL-ENSCI (National Graduate Engineering School of Limoges), Master of Science

• Relevant Coursework: Control Systems, Robotics, Mechanical Design.

Limoges, France September 2021 - Present

## Experience \_\_\_\_\_

Aerix Systems, Embedded System and AI Engineer Intern

- Developed monocular visual odometry for an omnidirectional drone in C++.
- Integrated a deep-neural network for 3D vision and odometry enhancement.
- Designed multi-threaded real-time software architecture with SOLID principles.

**CRITT Automatisation & Robotique**, Mechatronic Engineer Intern

- Developed HMI software and programmed PLCs using Siemens TIA Portal.
- Designed, machined and assembled mechanical parts for industrial machines.

Bordeaux, France April 2024 - August 2024

Albi, France May 2023 – August 2023

#### Skills \_\_\_\_

Coding Languages C/C++, JAVA, Python, Javascript, Matlab **AI Frameworks** Pytorch, Tensorflow, Jetson Inference **Control System** Matlab, Simulink, Amesim, CoppeliaSim Mechanical Design Solidworks, Catia, 3DExperience

**DevOps** Git, Docker, Google Colab **Languages** English, French, Spanish. Soft Skills Teamwork, Self-Learning, Critical Thinking, Problem Solving, Communication Skills.

## Main Projects \_\_\_\_\_

#### Pan-Tilt Tracker

- Created a motorized smartphone holder with auto-tracking for capturing my dance sessions.
- Developed the Android app for video capture and tracking. Designed and assembled 3D-printed parts.

#### Multicam

- Deployed a multi-camera system for people tracking and monitoring using YOLO.
- Programmed C++ firmware for ESP32-Cam and implemented network management for seamless operation.

#### Vehicle simulator game

- Developed a vehicle simulator game using Unity, with custom drivetrain and wheel physics simulations.
- Implemented classic AI algorithms for virtual opponents, leveraging geometry-based methods.

Additional projects and informations can be found in my portfolio: rayane-maker.github.io

### **Hobbies and Activities**

- Hip Hop Dance (2015 Present, Public performances, Styles: Animation, Popping, Krump)
- Shell Eco-marathon (2022, Main Pilot, Location: Assen, Netherlands)
- Weight Training (2022 Present)