

Double-degree Mechatronics and AI Engineer

Rayane GETA — Seeking a robotics/IA engineer position

📍 Open to relocation ✉ rayane.geta@gmail.com ☎ +33763570092 💻 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 - 2025

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

- **Relevant Coursework:** Control Systems, Robotics, Mechanical Design.

Limoges, France
September 2021 - 2025

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.

Bordeaux, France
April 2024 – August 2024

CRITT Automatisatation & Robotique, Mechatronic Engineer Intern

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

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)