

Samuel GONCALVES | Image Processing Engineer | Research

→ Seeking a final year internship (Master degree level) in **Image Processing** and **AI**.

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Passionate about **mathematics**, **computer science** and **research**. Double-degree student-researcher at **EPITA** (double major in Image Processing and Research) and **Sorbonne University** (Image Processing). **DMHSS** (Digital Methods for Humanities and Social Sciences) team in the EPITA research laboratory.

Education

- 2024-2025** - **Sorbonne University** / **IMAgEs course** (Advanced Image and Vision Processing)
 - Master's degree in computer science - ongoing
- 2022-2025** - **EPITA** / Engineering cycle / **IMAGE** (Image Processing) and **RDI** (Research) courses
 - Engineering diploma in computer science - ongoing
- 2022** - **Tampere University** / Erasmus in Finland (International semester)
- 2020-2022** - **EPITA** / Integrated preparatory cycle
- 2020** - **Frédéric Mistral** / High school, Mathematics Specialization
 - General scientific baccalaureate / Highest honour

Projects and professional experience

- 2023-2025** - **EPITA Research Laboratory (LRE)**
 - Student researcher in the **DMHSS** team (**Digital Methods for Humanities and Social Sciences**)
 - Text processing (LDA, FCA), Digital Humanities, Research, AI (LLM (BERT, GPT, Transformers), RNN)
 - Neural networks, Git, Docker, Technical report writing, Bibliography, Lightning Talks, Seminars
 - 2024-2025** - "Comparison between topic modelling methods and LLM" (with Fabrice BOISSIER).
 - 2023-2024** - "Automatic language processing applied to the militarisation of children's literature from 1860 to 1919" (with Marie PUREN and Fabrice BOISSIER).
 - Collaboration with the **Bibliothèque Nationale de France (BNF)**.
- 2023-2024** - **CNRS / Quinze-Vingts Hospital**
 - C++ / CUDA developer on **Holovibes** software
 - Teamwork, Holography, Ophthalmological medical imaging, Parallel / GPU programming
- 2022/4 months** - **Tampere Flut Fest** (Tampere, Finland)
 - Web Developer (HTML, CSS, JavaScript)
 - Teamwork (6), Agile Scrum Method, React JavaScript, Professional English
- 2021/2 months** - **Images 30**
 - Unity / C# Developer
 - Team management, Communication, Blender (3D Animation), Physics programming (gravity, trajectory)

Skills

- Fields** - Computer vision, Neural networks, CNN, Pattern recognition, Data processing
- Computer languages** - Python (Pytorch, Scikit-Learn), Shell-Bash (GNU/Linux), C++, C, Java, Lisp, OCaml, C#
- Languages** - French (Mother tongue), English (TOEIC: 920), Spanish (Notions)

And also...

- Hobbies** - Aikido (**MJC of Fresnes**), role-playing (associations **ANTRE** and **Dés'n'Dés**)
- Other interests** - History, Politics, Music (classical and metal), Video games