

# THIBAUT BAGUETTE

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## EDUCATION

**B.ENG. SOFTWARE ENGINEERING CO-OP** MCGILL UNIVERSITY SEP 2021 - MAY 2025 (EXPECTED)

- CGPA: 3.96/4.0
- Selected for the Dean's Honour List for the first and second years
- Recipient of multiple merit-based scholarships

## TECHNICAL SKILLS

- Programming languages: Rust, Python, Java, C/C++, JavaScript
- Development Tools: Command line (Bash/Windows cmd), Unreal Engine 5, Docker, Github Actions (CI/CD)
- Teamworking tools: Git, GitHub, Jira
- Databases: PostgreSQL, SQL scripting

## SOFTWARE ENGINEERING EXPERIENCE

**PROGRAMMER** GAMEDEV MCGILL (CLUB, MCGILL UNIVERSITY) SEP 2023 - PRESENT

C++ · Unreal Engine 5 · Game Development

- Joined McGill's game development club as a programmer to work on larger projects in teams with other students.

**RESEARCH ASSISTANT** RELIABLE SILICON SYSTEMS LAB (PROF. BRETT H. MEYER, MCGILL UNIVERSITY) MAY 2023 - AUG 2023

UNIVERSITY)

Python · Tensorflow · Machine Learning · Computer Vision

- Implemented computer vision models from published papers in Python with Tensorflow.
- Developed a C++ application using a computer vision model to process a video feed in real time.
- Processed quantized neural networks using specialized tooling for use on a development board.
- Set up a development board for research and development uses.

**GIS SOFTWARE DEVELOPER INTERN** FUJITSU (REMOTE) MAY 2022 - JULY 2022

Fullstack · JavaScript · Node.js · Webapp · PostgreSQL · Webpack · Yarn

- Successfully developed a proof-of-concept indoor routing web application in JavaScript/Node.js.
- Connected a front-end web application to a PostgreSQL database running on an Ubuntu Docker container.
- Identified the most efficient technologies concerning what format the geographic data should be encoded in, which JavaScript libraries and which routing engine to use.

**CEGEP TUTORING** CEGEP CHAMPLAIN ST. LAWRENCE (QUEBEC, QC) FALL 2020

- Tutored college-level mathematics, physics, and chemistry to students in need.
- Helped CEGEP students through one-on-one paid tutoring sessions.

**MAIS 202 BOOTCAMP** MCGILL AI SOCIETY (MONTREAL, QC) SEP 2021 - NOV 2021

Python · Tensorflow · SciKit Learn · NumPy · Pandas

- Completed a three-month long artificial intelligence extracurricular course with a full course load.
- Learned about the mathematical background of AI and about multiple machine learning algorithms.
- Applied the learned knowledge and developed an AI-based application for the final assignment.
- Won a classification algorithm contest by training a neural network on the Fashion MNIST dataset that accurately classified the most pictures of clothing into categories.

## SOFTWARE ENGINEERING PROJECTS

**C COMPILER** JAN 2024 - APR 2024

C · Compiler · Java · MIPS Assembly

- Complete compiler for a subset of the C language from scratch in Java.
- Implemented a lexer, a parser, a semantic analyzer, and a code generator.

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## ROLL-A-BALL? 🔗

SEP 2023

*Unreal Engine 5 · Game Development · C++ · Blueprints*

- Created a small top-down game in Unreal Engine 5 using C++ and Blueprints.
- Familiarized myself with the Enhanced Input Plugin as well as animations in UE5.
- Developed a game in a few days to apply to the GameDev McGill club.

## THE AMULET OF SIRREF 🔗

JUN 2023 - JUL 2023

*Rust · Game Development · Web Assembly*

- Developed a roguelike game in Rust using the Bracket-lib library and Legion ECS.
- Implemented a procedural map generator, a turn-based combat system, and a simple enemy AI.
- Released the game publicly as a web assembly application, playable from virtually any device with a keyboard.

## PURPOSEFUL 🔗

JAN 2023 - APR 2023

*Java · JavaScript · Spring · Next.js · PostgreSQL · Gherkin*

- Developed a web application that allows users to share project ideas and find collaborators.
- Worked as part of a team of 10 developers over two sprints to deliver a fully functional application.
- Managed the project's development using the scrum framework with a product owner and a scrum master.
- Implemented advanced features such as OAuth2 authentication using Spring Security and JWT Tokens.

## MUSEUM MANAGER

OCT 2022 - DEC 2022

*Java · TypeScript · Spring · Next.js · PostgreSQL*

- Created a webapp for managing a museum's items, employees and customers.
- Developed a modern webapp from the domain model design and the Java backend using Spring and a PostgreSQL database to the frontend using TypeScript and Next.js.
- Collaborated in a team of 6 developers using GitHub Issues and GitHub Projects to manage the development.

## PORTFOLIO WEBSITE 🔗

MAY 2022 - AUG 2022

*HTML · CSS · JavaScript · JQuery*

- Designed a developer portfolio website using Figma,
- Created a responsive static website using HTML, CSS, and JavaScript.
- Published a bilingual website using GitHub Pages and Google Domains.

## LANGUAGES (SPOKEN AND WRITTEN)

English (professional proficiency), French (native), Spanish (beginner), German (beginner).