

THIBAUT BAGUETTE

thibautbaguette.com · thibaut.baguette@mail.mcgill.ca · +1-418-473-9681 ·
· linkedin.com/in/thibaut-baguette · github.com/Spacewaiker · spacewaiker.itch.io



EDUCATION

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

- CGPA: 3.95/4.0,
- Dean's Honour List for the Fall 2021 and Winter 2022 semesters
- Les Vadasz Award in Engineering and Faculty of Engineering Scholarship for the year 2021-2022

TECHNICAL SKILLS

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

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

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

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

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.

THIBAUT BAGUETTE

thibautbaguette.com · thibaut.baguette@mail.mcgill.ca · +1-418-473-9681 ·
· linkedin.com/in/thibaut-baguette · github.com/Spacewaiker · spacewaiker.itch.io



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).