

# THIBAUT BAGUETTE

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## EDUCATION

**B.ENG. SOFTWARE ENGINEERING COOP** MCGILL UNIVERSITY (MONTREAL, QC) **SEP 2021 – MAY 2025**

- CGPA: 3.93/4.0
- 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: Java, Python, JavaScript, Rust, C/C++, HTML/CSS, Bash
- Development tools: Visual Studio Code, Vim, Docker, Windows cmd, Webpack, Yarn, GitHub Actions
- Teamworking tools: Git, GitHub, Jira, MS Teams, MS Planner
- Databases: PostgreSQL, SQL
- AI technologies: scikit-learn, Tensorflow, MediaPipe

## SOFTWARE ENGINEERING EXPERIENCE

**SOFTWARE DEVELOPER** MCGILL ROBOTICS (MONTREAL, QC) **OCT 2022 - PRESENT**

*UI design · Systems Programming · Python · C · MS Planner · GitHub · Ubuntu*

- Developing the software for a Mars rover competing in the University Rover Challenge.
- Collaborating on a software engineering project within a team of thirty students.
- Familiarizing myself with Linux (Ubuntu) development to work with the Rover Operating System (ROS) library.

**SOFTWARE DEVELOPER** CHAP MCGILL (MONTREAL, QC) **SEP 2022 - PRESENT**

*Web Development · Agile Practices · Jira · GitHub · Collaboration*

- Developing multiple software engineering projects such as the club's own website.
- Collaborating on projects using project management tools such as Jira, MS Teams, and GitHub.
- Employing agile development techniques through the use of Jira/GitHub issues.

**GIS DEVELOPER INTERN** FUJITSU (REMOTE) **MAY 2022 – JULY 2022**

*JavaScript · Webpack · Yarn · PostgreSQL · Docker · IIS*

- 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.

**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

**MUSEUM MANAGER** *Java · JavaScript · Spring · PostgreSQL · GitHub Actions · ORM* **OCT 2022 – NOV 2022**

- Creating a webapp for managing a museum's items, employees, and customers.
- Developing a modern webapp from the domain model design and the Java backend using Spring and a PostgreSQL database to the frontend using JavaScript.
- Collaborating in a team of six developers using GitHub and a CI/CD pipeline through GitHub Actions.

MAY 2022 – AUG 2022

## PORTFOLIO WEBSITE 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.

JAN 2022 – APR 2022

## DIVESAFE Java · MVC · UML · TDD · BDD · Gherkin · JavaFX

- Developed a desktop GUI application for managing diving members, trips, and equipment rental.
- Collaborated with five other developers from the architecture design to the development and testing.
- Leveraged the Model-View-Controller design pattern and developed the application both as TDD and BDD.
- Designed and created a logo for the application.

OCT 2021 – NOV 2021

## AIRDRAW Python · SciKit Learn · MediaPipe · AI/ML · Computer Vision · StreamLit

- Developed an artificial intelligence-based web app in Python.
- Built, trained, and saved the machine learning model used for the recognition of the hand signs.
- Improved the model's performance through data augmentation techniques.

OCT 2021 – DEC 2021

## PONG GAME Java · Game Development · Physics Simulation · Object-Oriented Programming

- Recreated the Pong game in Java with a physics simulation for the ball's movement.
- Included settings such as the difficulty, the physics simulation's speed, and the colour of the ball and paddles.

AUG 2020

## HANGMAN GAME Python · Game Development · PyGame

- Developed a hangman game with an on-screen keyboard showing available letters.
- Created a bilingual game where the user can change the language of the automatically generated words.

JAN 2021

## SNAKE GAME Python · Game Development · PyGame

- Developed a snake game with customizable snake colours and a file-managed high score feature.
- Added sound design to the game with audio effects for eating the fruit and crashing the snake.

JUL 2020

## BORDERLANDS 3 DPS CALCULATOR APP Python · Android App Development · KivyMD

- Developed a calculator for the damage per second of a piece of gear from the videogame Borderlands 3.
- Distributed the application as an Android app.

## OTHER EXPERIENCE

### TUTORING ST. LAWRENCE CEGEP (QUEBEC, QC)

SEP 2020 – DEC 2020

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

## LANGUAGES (SPOKEN AND WRITTEN)

English (Professional proficiency – C1), French (Native), German (Intermediate – B2), Spanish (Intermediate – B2)