THIBAUT **BAGUETTE**

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

Hard-working Software Engineer major aiming to leverage proven independent learning, critical thinking, and problem-solving skills to get professional experience through an internship in the spring of 2023.

EDUCATION

SEPT. 2021 – MAY 2025
B.ENG. SOFTWARE ENGINEERING COOP MCGILL UNIVERSITY (MONTREAL, QC)
CGPA: 3.93/4.0

AUG. 2019 – MAY 2021
DEC SCIENCE CHAMPLAIN ST. LAWRENCE CEGEP (QUEBEC, QC)

EXPERIENCE

MAY 2022 – JULY 2022
GIS DEVELOPER INTERN FUJITSU

- 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.
- Researched and compared the available technologies: what format the geographic data should be encoded in, which JavaScript libraries and which routing engine to use.

TUTORING (ST. LAWRENCE CEGEP)

One-on-one paid tutoring in college-level Mathematics and Physics (Fall 2020)

PROJECTS

DIVESAFE JAN 2022 – APR 2022
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.
- Used the Model-View-Controller design pattern and developed the application both as Test- and Behavior-Driven-Development.
- Designed and created a logo for the application.

PORTFOLIO WEBSITE MAY 2022 – AUG 2022 (See on GitHub)
HTML   CSS   JavaScript   JQuery

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

AIRDRAW OCT 2021 – NOV 2021 (ML PROJECT – [See on GitHub](#))

Python   SciKit Learn   MediaPipe   AI/ML   Computer Vision   StreamLit

- Built 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.

PONG GAME OCT 2021 – DEC 2021 ([See on GitHub](#))

Java   Game Development   Physics Simulation   Object-Oriented Programming

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

3+ YEARS OF EXPERIENCE OF PYTHON PROGRAMMING (PERSONAL PROJECTS)

- [Hangman Game](#) – A bilingual hangman game, with automatic word selection and on-screen keyboard that shows which letters are still available (Python, PyGame, Aug. 2020).
- [Snake Game](#) – A retro Snake game, with customizable snake colours, audio effects for eating the fruit and crashing, and a file-managed high score feature (Python, PyGame, Jan. 2021).
- [*Borderlands 3 DPS calculator* Android App](#) – An android app that computes the damage per second of a piece of gear from the videogame Borderlands 3 (Python, KivyMD, July 2020).

SKILLS

- Java, Python, JavaScript, C/C++, Rust
- HTML/CSS
- GitHub and Git repositories
- AI/ML: scikit-learn, tensorflow.keras
- Bash, Windows CMD
- Docker
- PostgreSQL database, SQL

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

AWARDS AND HONOURS

MCGILL UNIVERSITY
- 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

ST. LAWRENCE CEGEP
- Honour List Winter 2020
- Honour List Fall 2020
- Honour List Winter 2021

CANADIAN OPEN MATHEMATICAL CHANLLENGE
- [Performance with Honours](#) (2020)