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
- Invited to join the Golden Key International Honour Society based on academic performance.

TECHNICAL SKILLS

- Programming languages: Java, Python, JavaScript, TypeScript, Rust, C/C++, HTML/CSS, Bash
- Development tools: Visual Studio Code, Vim, Docker, Windows cmd, Webpack, Yarn, Next.js, 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 · TypeScript · Next.js · Spring · PostgreSQL*   **OCT 2022 – DEC 2022**

- 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 six developers using GitHub Issues and GitHub Projects to manage the development.

PORTFOLIO WEBSITE *HTML · CSS · JavaScript · JQuery*

MAY 2022 – AUG 2022

- 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.

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

JAN 2022 – APR 2022

- 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.

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

OCT 2021 – NOV 2021

- 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.

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

OCT 2021 – DEC 2021

- 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.

HANGMAN GAME *Python · Game Development · PyGame*

AUG 2020

- 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.

SNAKE GAME *Python · Game Development · PyGame*

JAN 2021

- 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.

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

JUL 2020

- 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)