

THIBAUT BAGUETTE

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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 summer of 2022.

EDUCATION

SEPT. 2021 – MAY 2025

B.ENG. SOFTWARE ENGINEERING COOP MCGILL UNIVERSITY (MONTREAL, QC)

GPA: 3.88/4.0

AUG. 2019 – MAY 2021

DEC SCIENCE CHAMPLAIN ST. LAWRENCE CEGEP (QUEBEC, QC)

EXPERIENCE

2+ 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).
- [Sudoku Solver](#) – A program that takes a sudoku program (as an Excel file) and uses an algorithm that solves it to return the solved puzzle (Python, Pandas, Jun. 2020).
- [Guitar Note Picker PC App](#) – A desktop PC GUI program that randomly generates notes on the guitar fingerboard as a memorization exercise for the guitar (Python, PyQt5, Jun. 2020)

PONG GAME JAVA (UNIVERSITY PROJECT – [see on GitHub](#))

A simulation of a bouncing ping-pong ball with realistic physics and a recreation of the Pong game (Java, acm, Fall 2021)

AIRDRAW PYTHON, SCIKIT-LEARN (ML PROJECT – [see on GitHub](#))

A machine learning driven program that allows the user to draw shapes on a canvas with hand gestures in front of a camera. This computer vision project is the final project of the MAIS 202 Bootcamp. This project is, for now, a proof of concept, and will be completed in the future. (Python, SciKit-learn, Fall 2021)

TUTORING (ST. LAWRENCE CEGEP)

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

SKILLS

- Python 3, Java, C/C++
- GitHub and Git repositories
- AI/ML: scikit-learn, tensorflow.keras
- SQL, HTML
- Bash, Windows CMD
- English (Professional proficiency – C1)
- French (Native)
- German (Intermediate – B2)
- Spanish (Intermediate – B2)

COURSEWORK AND CERTIFICATIONS

- *MAIS 202 Bootcamp* - Extracurricular accelerated introduction to Machine Learning given by the McGill Artificial Intelligence Society (Fall 2021)
- Completed the Python Core course - [Certificate](#) (SoloLearn, Apr. 2020)
- Completed the Java course – [Certificate](#) (SoloLearn, Sept. 2021)
- Completed the C course – [Certificate](#) (SoloLearn, Dec. 2021)
- Completed the C++ course – [Certificate](#) (SoloLearn, Jan. 2022)
- Relevant University Coursework
 - *Introduction to Software Development* (Fall 2021)
 - *Communication for Engineers* (Fall 2021)
 - *Introduction to Computer Science* (Winter 2022)
 - *Digital Logic* (Winter 2022)
 - *Model-based Programming* (Winter 2022)
 - *Introduction to the Engineering Profession* (Winter 2022)

AWARDS AND HONORS

HONOR LIST (ST. LAWRENCE CEGEP)

- [Winter 2020](#)
- [Fall 2020](#)
- [Winter 2021](#)

CANADIAN OPEN MATHEMATICAL CHALLENGE

- [Performance with Honours](#) (2020)

HOBBIES, SPORTS, AND INTERESTS

- Electric guitar playing
- Electric guitar building (woodworking and circuitry)
- Computer Science/Software Related Technologies
 - Artificial Intelligence
 - Quantum Computing
 - Computer Hardware
- Calisthenics
- Parkour
- Boulderling
- Acrobatics