

Software engineer • 2+ years of experience

With a deep passion for low-level programming, at Powder I push AI to the edge saving tedious hours of montage for gaming creators. Used to work in an English environment, I am bilingual in French and English (TOEIC: 895/990).

EXPERIENCE

Powder AI - C++ Software engineer (team of 6)

Apr 2022 - Aug 2022 (Internship) | Sep 2023 - Now (CDI)

- Ran AI locally on the NPU (Neural Processing Unit), working directly with **Microsoft** and **AMD**. Being the first one to use Microsoft's new unreleased WinML technology.
- Created the video editor timeline render program with all sorts of effects and transitions using shaders.
- Automated montages, creating social media ready montages in seconds, saving ~4h/montage (*Showcased at Microsoft Build*)
- Implemented GPU-accelerated video decoding, reducing by 50% the processing time.
- Developed algorithms to detect key moments in audio, chat and Twitch clips.

Stack: C++, Multi-threading, Git, DirectX11, HLSL, FFMPEG, Visual Studio, English daily, Teamwork, Problem solving

Pixi Soft - Software engineer (autonomy)

Sep 2020 - Dec 2020 (Internship)

- Designed and developed client interfaces for file format specifications.
- Developed file conversion procedures according to the file specifications, saving 20+ hours of development per new client.
- Created and managed the SQL Server database.

Stack: Windev, Webdev, SQL server, Autonomy, Adaptation.

EDUCATION

- **SIT - Tokyo, Japan** Robotics and computer vision (1 Year) 2022 - 2023
- **EPITECH Paris & Barcelone** Degree "Expert en technologies de l'information" (RNCP 7) (5 Years) 2019 - 2024
- **PSE1 & PSE2 - First aid** Volunteer first-aider at "La Croix Blanche" (2 Years) 2018 - 2020
- "Baccalauréat S" with honers 2019

PROJECTS

Sorting competition (Personal)

- Developed 10 sorting algorithms. They all sort the same list simultaneously and race against each other.
- Utilized multi-threading and tests for benchmarking.

Stack: C++, Multi-threading, Git, CI/CD, Makefile, Unit tests, C++ Templates.



Visit report - Tailored note-taking app (Freelance)

- Created a note-taking app utilizing: speech-to-text, camera, voice memos and address detection, granting flexibility.
- Automated email generation from notes, saving ~2 hours/week.

Stack: Flutter, FlutterFlow, API, Git, UI Design, Figma.



Sleeq (School): Cross-platform e-wallet (OCR)

- Created and implemented the UI and UX for mobile and web app.
- Created and managed the MongoDB database, the Firebase back-end and implemented in-app payments with Stripe.

Stack: Flutter, FlutterFlow, Firebase, Stripe, Git, Cloud functions, Teamwork.



HOBBIES

Game dev

Light Switch Studio, "Eddie", Unity

Sports

Running (marathoner), Skateboard

Music

Piano (self-taught), Beatbox, Concerts