

# Léopold Chappuis

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## Education

<b>Université de Technologie de Compiègne</b> , <i>Master of Science, Computer Science Engineering</i> GPA: 4/4	2021 – 2026 (expected)
<b>Université Laval</b> , <i>Master of Science, Computer Science Engineering</i> <b>Courses:</b> Algorithms & Data Structures, Object-Oriented Design & Programming, Operating Systems (UNIX), Computer Networks & Security, Machine Learning, AI, Database Systems.	2025 – 2027 (expected)

## Experiences

<b>Fit Coding Challenge</b> , <i>Mostar, Bosnia and Herzegovina</i> • Competitive programming (C++) event focused on solving advanced algorithmic problems.	May 2025
<b>1st Prize — UTAC Autonomous Vehicle Competition</b> , <i>Utonome — Linas-Monthléry proving ground, France</i> • Developed ACC, obstacle avoidance, and decision algorithms for an autonomous vehicle. • Set up ROS-based real-time communication between server and vehicle.	May 2025
<b>Free Software Engineer Intern</b> , <i>Savoir-faire Linux — Montréal, Canada</i> • Core contributor to Jami (peer-to-peer DHT, C++).	Aug 2024 – Feb 2025
<b>Machine Learning Engineer</b> , <i>Freelance — Remote</i> • Worked for the Urban Research Department at the technical University of Compiègne. • Urban traffic forecasting — TensorFlow, LSTM, SARIMAX.	Feb 2024 - July 2025
<b>Sysadmin</b> , <i>Freelance — Remote</i> • Hosted, secured and maintained Drupal & WordPress infrastructures, applying CI/CD and GDPR best practices.	Oct 2023 – Aug 2024
<b>IT Service President</b> , <i>Students' Federation, UTC — Compiègne, France</i> • Managed an IT ecosystem for 150 associations (mail servers, web hosting, LDAP directory, monitoring).	May 2022 – May 2023
<b>Event Technician</b> , <i>Weezevent — France</i> • Managed payment and access-control systems for large-scale festivals, ensuring real-time reliability.	Jun 2022 – Present

## Projects

<b>AI – Board Game</b> • Implemented Min-Max, Negamax, Alpha-Beta Pruning and Monte-Carlo Tree Search in Prolog.	2024
<b>C Development (Algorithms &amp; Systems)</b> • Built AVL trees, stacks, queues and IPC mechanisms (threads, semaphores, signals).	2024
<b>Board Game in C++17 &amp; Qt6</b> • Designed an interactive board-game GUI, applying OOP and design-pattern best practices.	2024
<b>Breast-Cancer Prediction – Machine Learning</b> • Compared classifiers (Random Forest, KNN, LDA/QDA, Logistic Regression) to maximise AUC.	2023
<b>Inventory solution for an Association (React / Django)</b> • Delivered a containerised inventory platform with JWT auth and GitHub Actions CI/CD.	2023
<b>Proxmox Homelab Server</b> • Built a private cluster with multiple VMs, Docker containers and central LDAP authentication.	2023

## Technical Skills

**Programming Languages:** ROS, Rust, C, C++, Bash, Regex, Python (Django, Pandas, Numpy, Scikit-Learn), JavaScript (VueJS, ReactJS), PHP, Java  
**Tools:** Git, Kubernetes, Vagrant, Docker, CI/CD (Gitlab/Github Actions/Jenkins), Terraform, Proxmox, Linux

## Leadership & Community Involvement

<b>Elected Student Representative</b> — UTC, Council of Studies	2023 – 2025
<b>Technical Light &amp; Sound Association</b> — UTC	2021 – 2023

**International Experience: Lived in Africa for 8 years**

2003 – 2011

- Developed strong adaptability and cross-cultural communication skills.

**Languages**

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French, English — Fluent