Charles Ginane

R&D engineer

📋 13 December 1996

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A propos ——

Research and Development IT specialized in image processing and artificial intelligence (machine learning, deep learning). Serious, punctual and invested person.

Compétences ——

Machine Learning

CUDA

OpenGL

Windows

C#

Git

Linux

Python

C++

C

Notée entre 0 (Médiocre) et 6 (Meilleure).

profesional experiences

2021-now   R&D Engineer   ATEME, Rennes, France
Research and Development engineer
- Development of in video field for the product Titan EDGE.
- Integration of features related to video, sound, real time and density for encoder, decoder and gateway channels.
- Ensure product test, end-to-end test, unitary test and bug hunting game.
- Ensure the support level 3 for customers.

2020-2021   R&D Engineer   Photospace, Paris, France
Research and Development engineer
- Development of real-time image processing algorithms on images with low and high resolution, including infrared images in C++ and CUDA. Calibrating and correcting camera in Python.
- Managing big data and implementing server in Python.
- Creating Units testing, integration testing and validation testing.

2019   Teaching assistant   SupBiotech, Villejuif, France
Teaching assistant for student
- Teaching Python, SQL and HTML.
- Teaching algorithms in biotechnological field.

2018 - 2019 Intern & student-searcher   LRDE, Paris, France
Research and Development intern in image processing
- Research a way to generate videos to train an artificial intelligence which detect any danger in the marine environment.
- making seminars, short presentations and report.

Degrees

2015-2020   EPITA   Paris, France
IT engineer specialized in R&D image processing.

2017   Staffordshire University   Stoke-on-Trent, Angleterre
Erasmus for 6 months.

2015   Lycée privé Chabrillan   Montélimar, France
Scientifical baccalauréat.

Projects

2021-now   Titan EDGE
Developping low latency product for decoding, encoding and forwarding video in different resolution.

2020-2021   Video4K
Implementing real-time image processing algorithms on video stream in C++ and CUDA.

2018-2020   MayaOcean
Research and Development project on video generation to train an artificial intelligence which detect any danger in the marine environment. Release a Python library to automate the generation on Maya.

2019   Deeplearning
Deeplearning contests projects to classify boats and cellular in differents classes using Keras, Tensorflow in Python.

Interests

- Languages: French (native) and English (TOEIC: 810 / 990).
- Sports: Swimming, Judo and Tennis.
- Member of *protection civile* for 5 years.
- Hobbies: video games, IA, image processing, trains.